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N64 MAGAZINE

ZELDA
NEW GAME REVEALED!
Full details on p14

ALL THESE GAMES AND MORE IN THIS ISSUE!

SOUTH PARK
Two new games! Exclusive shots! P21

ARMORINES
The world's first playtest! P58

MARIO GOLF 64
It's tee-rific! Find out why inside! P80

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The definitive review!

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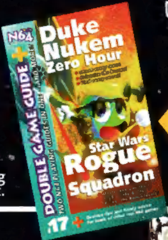
PERFECT DARK
30 shots you've never seen before! P6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GAME BOY COLOR

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WELCOME TO N64 MAGAZINE

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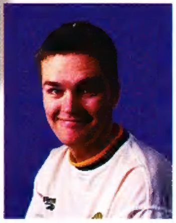
Next issue on sale
Friday 6th August
To find out why it's going to be fantastic jump to p136

At 140 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Don't be fooled by feeble imitations!



Packed tighter than an Arsenal back four...

It's been a great month all round, actually. Okay, so initially it was a bit disappointing, with *Quake II* being delayed *again* (look out – definitely – for the full review next issue), but then *Premier Manager* turned up for review (alongside the first ever copies and tickets to England vs Luxembourg), Rare invited **N64** readers – and only **N64** readers – up to see more of *Jet Force* and *Perfect Dark*, and Acclaim allowed us all unlimited access to *Armorines*.

Phew. Of course that's not all. Ooooh, no. We've also got a review of the superb *Mario Golf*, even more pics from *Donkey Kong 64* and exclusive new shots from *two* new South Park games. Oh, and a *massive* guide to *Star Wars Episode 1: Racer*, an all-singing, all-dancing, brand spanking new Platinum League in Skill Club and a hearty new regular at the *veeeery* back of the mag called 'Wish you were here…'. Blimey. That should keep you going for a while, shouldn't it?

And I didn't even mention the 16-page Planet Game Boy magazine. Tsch. Oh, well.

Have a great month!

Tim Weaver
Editor

Just look what we've got for you this month!

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Rally and Chef's Luv Shack smashed apart for you!

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Fab bug-splattering action exposed for the first time!

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The world's first and best Game Boy magazine!

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Don't buy the game until you've read our review!

p6 PERFECT DARK
30 exclusive shots of 1999's most anticipated game!

FREE! DOUBLE GAME GUIDE +
Rogue Squadron solved! And keep it safe for Duke Nukem at the end of the month!

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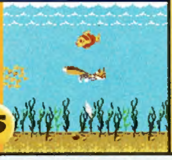

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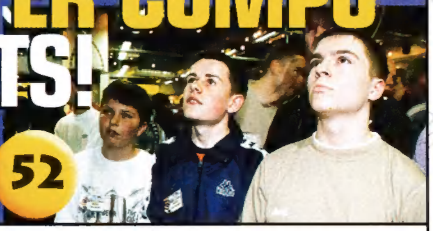

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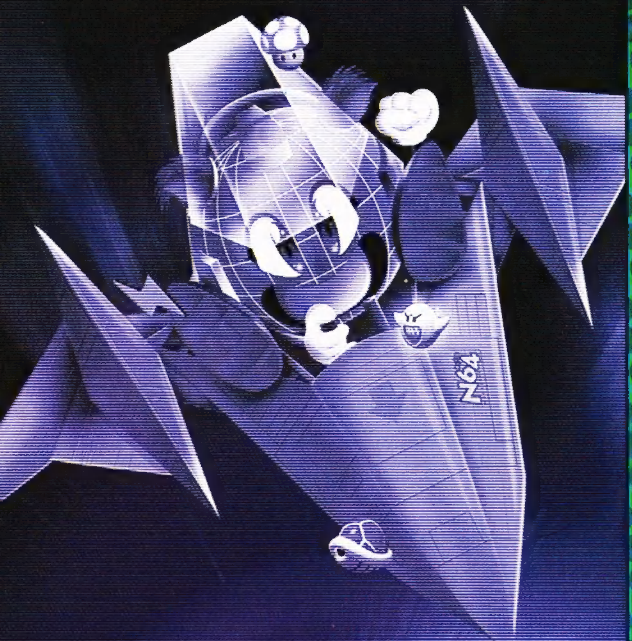

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Over 30 never-before-seen shots!

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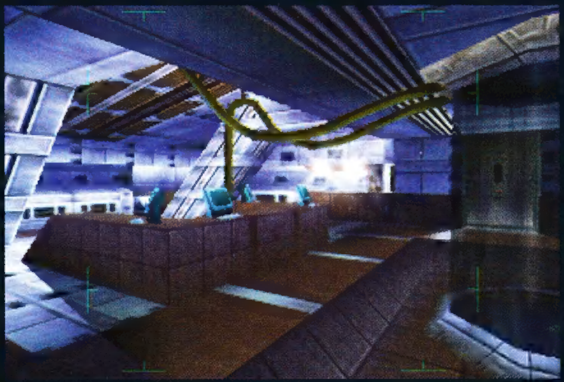
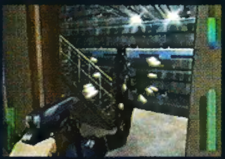
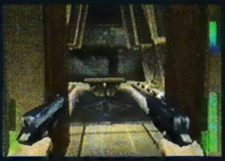
GO! GO!



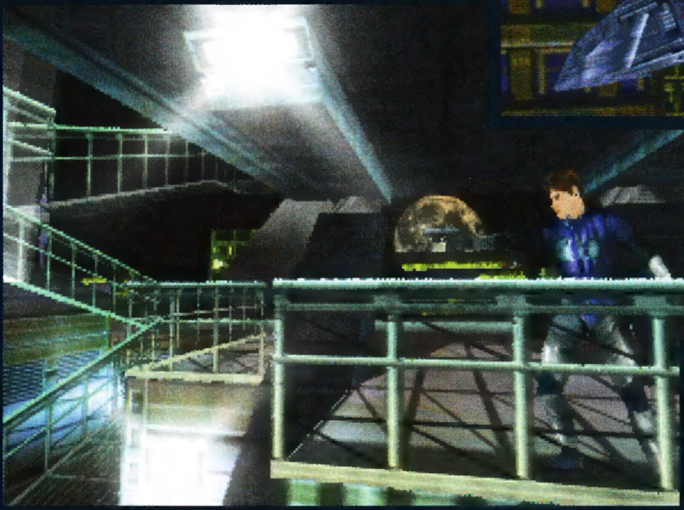
△ *The lab scenes are a good deal more detailed than those in GoldenEye.*



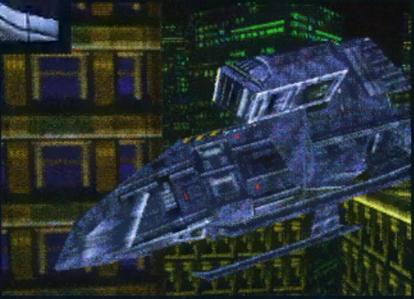
▷ *Even the hand pistol has a chunky recoil feel to it when you fire it.*



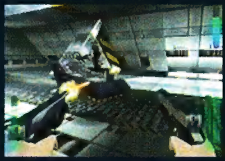
▷ *Two-handed. Never the option for accuracy. Fun, though.*



▽ *Cut scene, Jo Dark and some alluring action spandex. It's already tampering with Martin's hormones.*



△ *It's all very Blade Runner isn't it? This is another cut scene.*



▽ *Little alien on a hospital trolley. Best shoot it, eh?*

PERFE

INFO BURST

PERFECT DARK

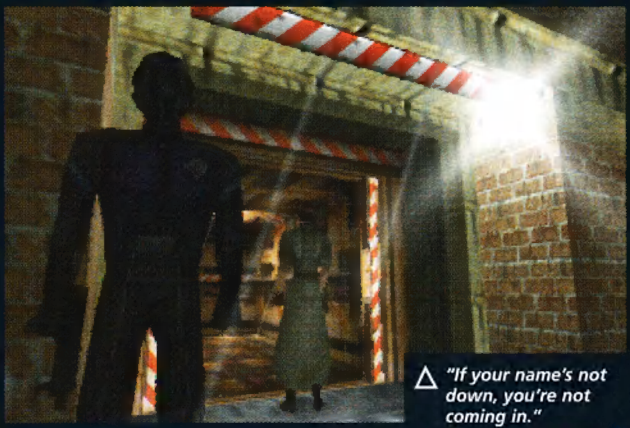
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	Yes

WHEN'S IT OUT?

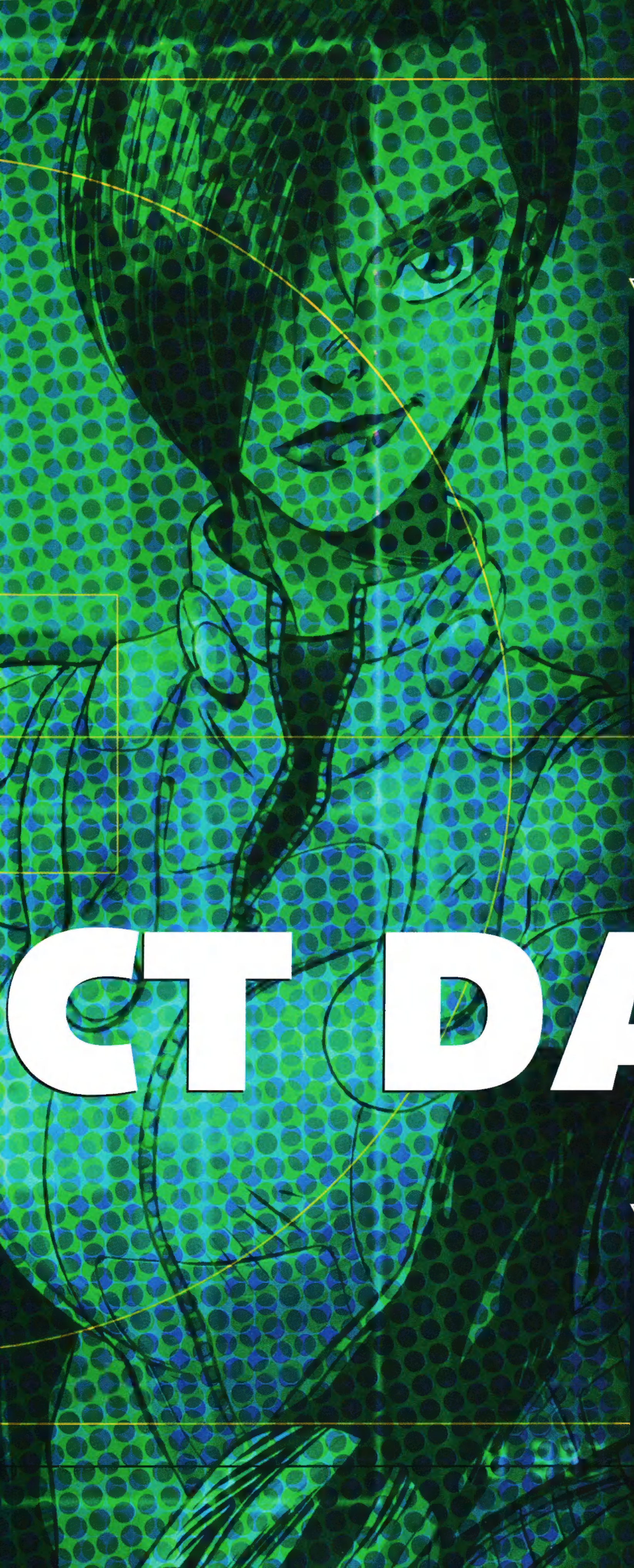
December TBA

ANTICIPATION RATING

●●●●●



△ *"If your name's not down, you're not coming in."*

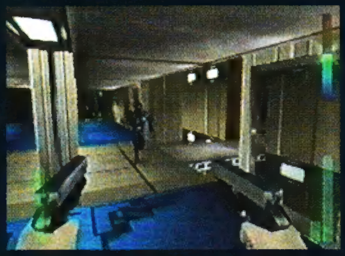


CT DARK

golden girl

The E3 game show thrives on noise. Imagine every new computer game in the world playing under one roof, each clamouring for attention and with their volume set to eleven. The resultant noise sounds like something that the devil would be happy to use in one of his new torture pits.

However, at this year's show there was one game that managed to block out the accumulating din and drag you fully into its world; while you were playing it, all you could hear were the noises vital to its environment and, when stealth was required and there was nothing to be heard from the game at all, all you could hear was silence. *Perfect Dark* makes a good job of holding your attention.

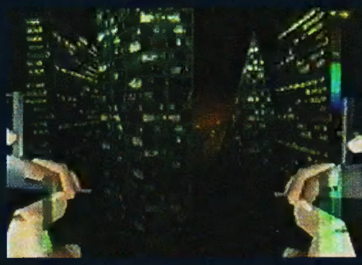


Enemy animation is still based on GoldenEye.

Rare are heading for the final straight with their *GoldenEye* follow-up. Yes, we've said that before, but with so much of *Perfect Dark* on public show, the Warwickshire developers must be pretty confident that they can get their ideas out in the shops before anyone has the opportunity to steal them. Compare their presence at E3 in May with what they were prepared to show at London's ECTS show back in September, and 25 playing pods and a huge projection screen TV is a vast step forwards from a short video, shown behind a curtain on a portable TV.

MASTERY *This is far from any ordinary sequel. It's crammed to the gunwales with new ideas and features...*

Rare must also be feeling the strain, though. With *Super Mario 64 2* now looking more likely to appear on Nintendo's next console rather than the N64, there can be no doubt that *Perfect Dark* is *the* game for the Christmas period – in a very real sense, Nintendo's well-being rests on it. Would you fancy working on a game under that sort of pressure?



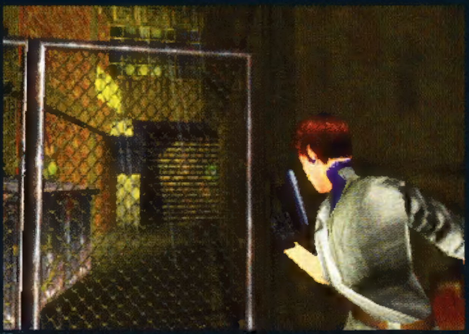
That's a pretty impressive view through the window.

All of which probably explains why *Perfect Dark* looks far from any ordinary sequel. Put simply, it's crammed to the gunwales with new ideas and features, many of which were suggested by you, back in **N64**/22. Some of these are gameplay innovations, like changing the game's movement to allow players to jump down from ledges, or weapons that sense body heat and shoot through walls.

GO! GO!

Others, though, are the kind of icing that many other programmers fail to add because of time constraints, leaving their games poorer as a result.

Take the Game Boy pak, for instance. The ability to map pictures, taken with the Game Boy Camera, onto characters in the deathmatch multiplayer adds absolutely nothing to the gameplay in multiplayer modes, but it's undoubtedly a stroke of genius. How many hours will we all spend mapping pictures of Mum, Dad, evil sister and the cat onto the game's dastardly foe, before chasing them around with a rocket launcher (er, in the game, obviously)? We can feel a great **N64** Magazine compo coming on already.



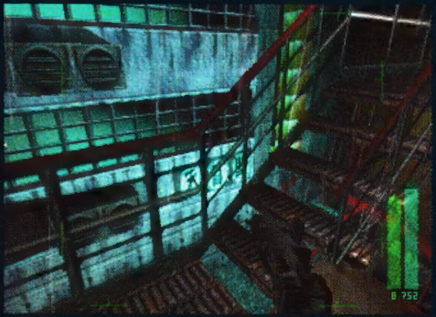
△ *Jo Dark peers down a locked alleyway. You'll need to shoot the lock off here.*

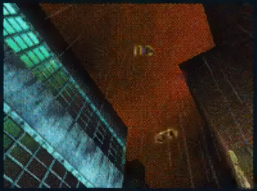
LIFESPAN *In Perfect Dark you can navigate back through a level using the fallen victims of your sharp shooting.*

How many other games developers would have taken the time and trouble to correct the one thing that loads of people disliked about *GoldenEye* – the fact that dead bodies disappeared moments after falling to the ground? It's certainly no simple matter to weigh down the N64's processor with the task of remembering all those corpses and the positions they fell in, but sure enough, in *Perfect Dark* you can navigate back through a level using the fallen victims of your sharp shooting.

The only cloud on *Perfect Dark*'s horizon could be the recent furore surrounding guns and games in the US. With *Jet Force Gemini* already raising some concerns over its content, Rare could well find themselves having to tone down *Perfect Dark* too in the next few months. Indeed, new censorship laws are on the way in the States and Nintendo, as one of the country's most public companies, are understandably worried about how games like *Perfect Dark* will be received. One thing's for sure, though: regardless of any moral questions, *Perfect Dark* is going to demonstrate, once again, that Rare are *the* top developers in the world. Now all we've got to do is sit back and wait. Pity, that.

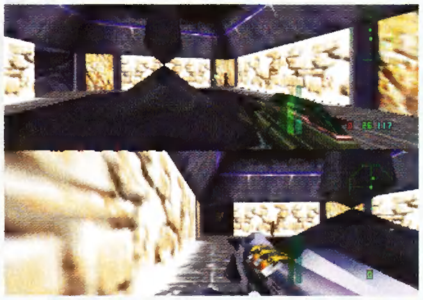
Look at the detail everywhere! It's a real step up from GoldenEye. ▽





◁ *Hover taxis fly high above you. Blade Runner again.*

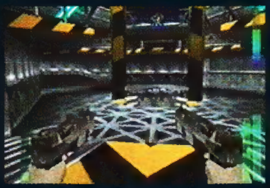
LIVING ON THE EDGE



The movement and control system employed in *Perfect Dark* will not be exactly the same as *GoldenEye*'s. Rare have opted to rewrite a lot of *GoldenEye*'s software engine, giving Ms Dark new opportunities in her adventures.

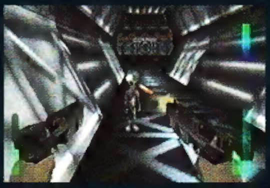
The main news is that you will now be able to fall off ledges and walkways onto whatever lies below. While this is definitely going to put a new spin on the Temple and Complex deathmatch levels (both of which are included in *Perfect Dark* – along with around 12 new areas), allowing players to jump down onto their unsuspecting prey, it may annoy other gamers. One of the joys of *GoldenEye* was that it was free from that platform game irritation of falling off things and having to climb all the way back up, again.

Will long falls result in death? And how will they be handled graphically? We'll have to wait and see.

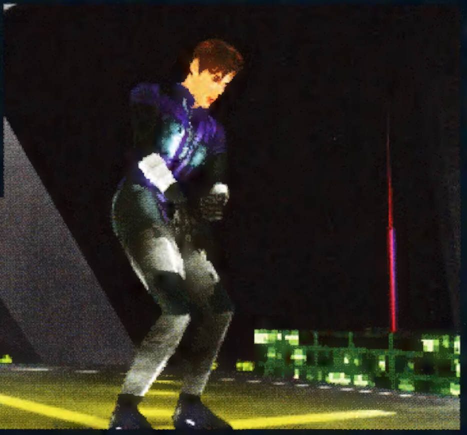


△ *A pair of alien guns? Shoot yellow darts y'know.*

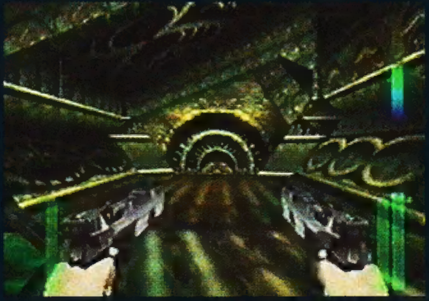
▽ *He never even knew what hit him.*

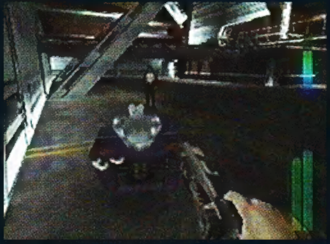


▷ *Start of the level and Jo loads her gun.*



Inside the alien ship. They're always green aren't they? ▷





△ *Sideways shooting, Blake's Seven style. Remember that?*

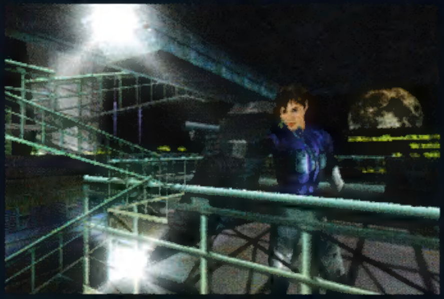
There's a shocking discovery for Jo just around this corner.

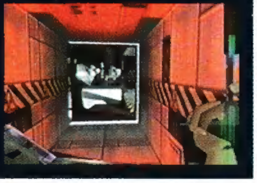
One gun bad, two guns good.

Laser targeting is a nice effect, but doing it for yourself is quicker.

This street appeared in some of the very first screenshots.

"Don't point that ruddy gun at me!"





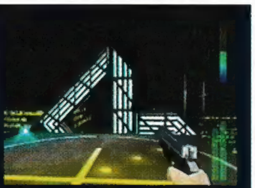
Why are we waiting?

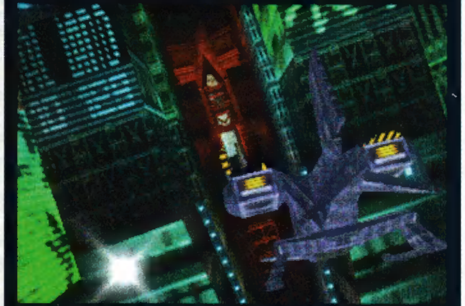
GoldenEye burst onto the scene just after Christmas 1997 and the games world hasn't been quite the same since. In the new year, Rare promised that a sequel to the game using the original software engine would be ready within a year. Eighteen months down the line, though and we're still waiting; the game's not due now until Christmas. So, what exactly went wrong?

The major problem is that you simply can't make great games in a year. Sure, companies like EA role out a new *FIFA* every ten minutes, but sports games have set rules – they imitate games that have already been refined over tens of years. Developers of all-new games like *GoldenEye* have to design a game structure that works, as well as physically program it.

Also, with the software engine for *GoldenEye* already in place, Rare were kidding themselves if they thought they'd just be able to fit a different story to the engine and role it out as a second game. A company that prides itself on perfection and attention to detail just couldn't resist fiddling with and refining different bits of the game, and that inevitably eats up time. Remember, we haven't even seen any of *Perfect Dark*'s new Motion Capture yet.

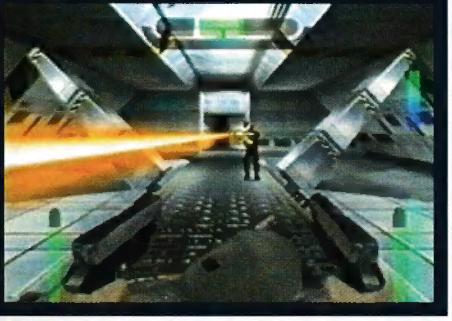
The truth of the matter is, if you want great games, you have to wait for them. The loyal band of N64 owners must be the most patient gamesplayers ever, but at least we know that *Perfect Dark* will definitely be worth it.





Another weird, top-down street scene.

Laser weapons alert! Good job this guy's a rubbish shot.

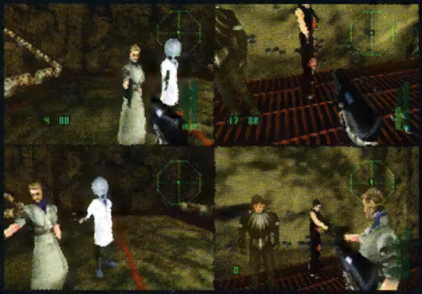


The hover cars look great. Hopefully you'll get the chance to have a go in one yourself.

JACK IN THE BOT

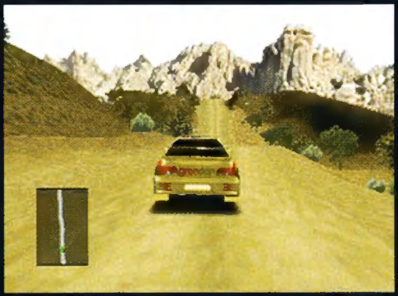
GoldenEye is, for many, the definitive N64 multiplayer experience, so the designers of *Perfect Dark* have a hard act to follow. One of the major areas of improvement involves the use of computer-controlled 'bots' to play against in multiplayer. 'Bots' allow deathmatch games to take place when there are no human opponents to play against and can even be thrown into the game when it's already a full, four-on-four event.

The success of deathmatch bots is entirely dependent on the programming of their artificial intelligence: if they behave too predictably, match after match, then it's easy to win every time. However, behavioural programming – where the computer tries to make a character behave as unpredictably as a human – is extremely difficult and notoriously complicated. Rare have promised that each of their bots will behave in noticeably different ways, but this will put a considerable strain on the N64's processor which will already be loaded down with a four-player game. Will Rare manage it? We'll see in a couple of month's time.

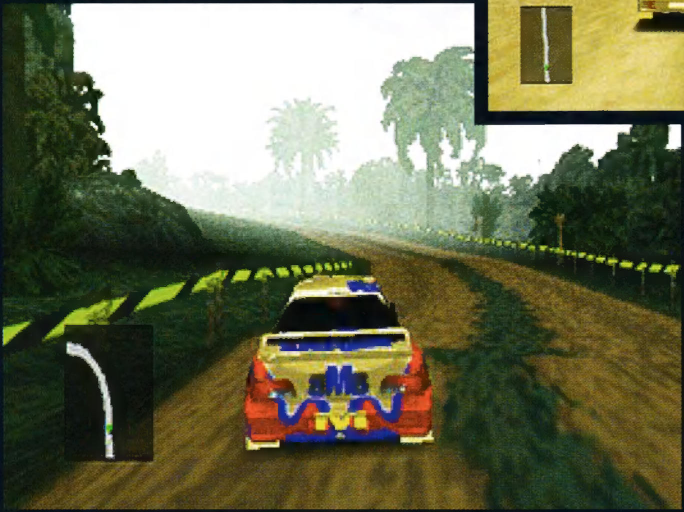


TO BE CONTINUED... There'll be plenty more updates on *Perfect Dark* in the coming months.

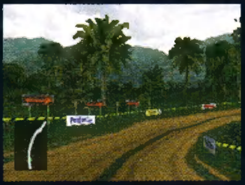
THE MUD-SPATTERED RACER THAT COULD BETTER V-RALLY!



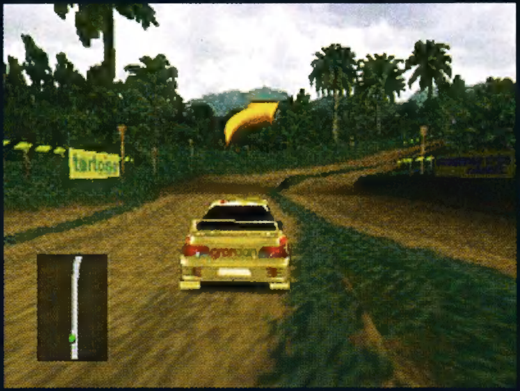
Lovely scenery yes? And look how you can see into the horizon. ▷



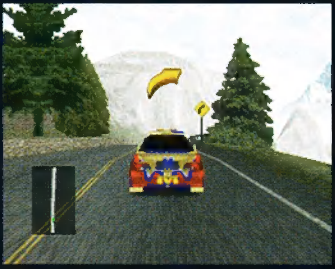
▽ Fogging, but it's not a result of bad programming, see? It's part of the environment.



◁ The first-person view is by far the fastest.



A nice wide track – don't expect it to be like this all the time, though. ▷



▷ A handy yellow arrow tells you which direction the imminent corners go in.

The original *Top Gear Rally* received a mixed response when it was first released back in the Autumn of 1997. Driving enthusiasts welcomed it as the first 'proper' racing game on the N64, and applauded it for its convincing bounce and authentic rally handling. Unfortunately, lots of others – the majority as it turned out – couldn't see beyond some muddy visuals and a rather low track count. A pity, because *TGR* is one of the N64's most unsung minor gems.

Top Gear Rally 2 is, confusingly, the third game in the series, after the original game's creators, Boss Game Studios, handed development duties to Snowblind for last year's *Top Gear Overdrive*. But, while *TGO* lost the plot a little, bringing in nitros and *San Fran Rush*-esque jumps, Saffire – under the watchful eye of Boss – look to be returning *TGR 2* to its more traditional and realistic rallying roots.

The little-known American development house's debut on the N64 was the conversion of *Bio Freaks* a year or so ago, which is encouraging in

TOP GE

INFO BURST

TOP GEAR RALLY 2

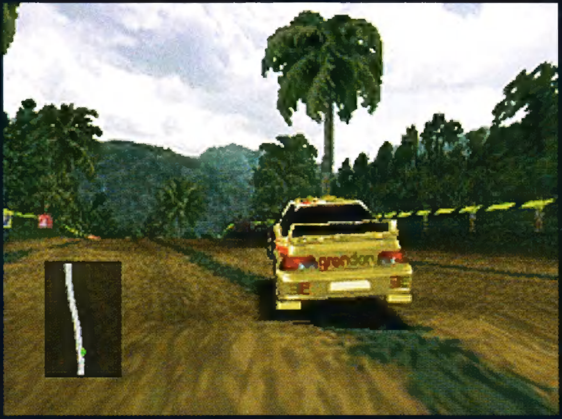
FROM:	Saffire/Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

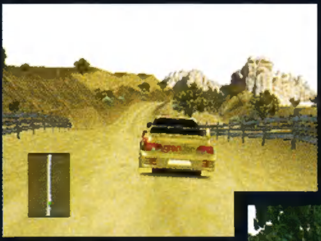
US	UK	Japan
Autumn	TBA	

ANTICIPATION RATING

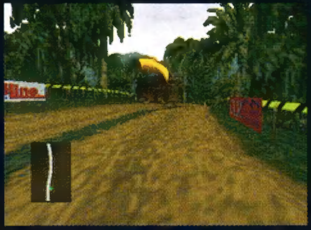
●●●●○



◁ ...But there's none of that ridiculous San Francisco Rush stuff.



△ Just like real rallies, cars leave the ground after bumps...

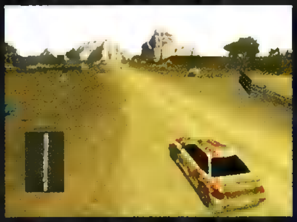


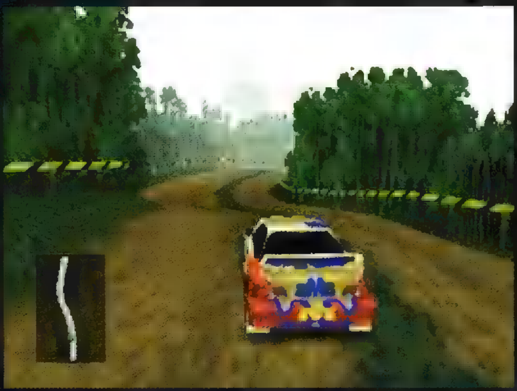
Apply the brakes and prepare to turn into that left-hand corner. ▽

AR RALLY 2

race/off

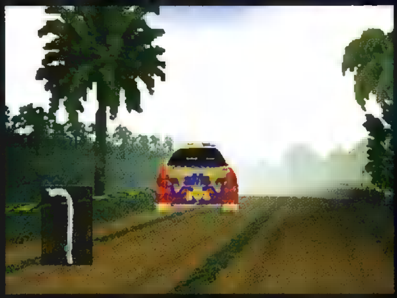
Expect full replay options from all sorts of angles



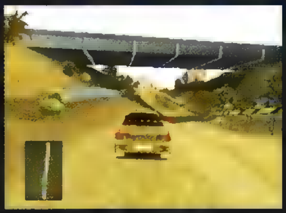


The cars are licensed versions of real rally-going machines like the Ford Focus.

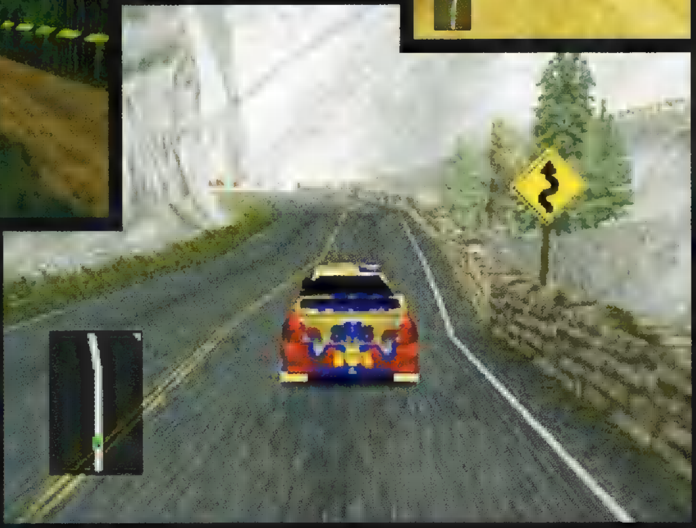
Too much air and you're facing the wrong way!



Just like one of the bridges from the original game. What's the betting you drive back over it?



That sign suggests a little bit of trouble up ahead.



so much as it was only the technical aspects of the beat-'em-up that really stood out. The difference in skills needed to code fighting and racing games could hardly be more different, but Saffire's early playable version of *TGR 2* at E3 was encouraging.

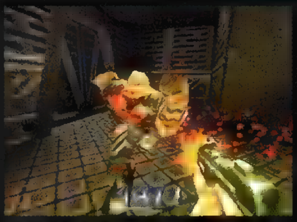
The game features 15 licensed vehicles including the all-new Ford Focus and the positively ancient Renault Alpine. Just as in the original, there's a strong structure imposed on the game, with players having to first gain a licence to race at a rally driving school. Once on the track, there are five racing divisions to work through, including winning sponsorship and car upgrades with every victory. Most enticing of all, *TGR 2* offers a random track generator as the prize for completing the game, with Saffire promising that the point-to-point events it creates will be full of fantastic obstacles and packed to the brim with exciting new challenges.

A four player simultaneous mode will also be included, and if Saffire make a good job of the car damage system that they've promised for *TGR 2*, it should be an enormously entertaining part of the game. Every trackside crash, or collision with another vehicle, will result in damage to your car that extends beyond the cosmetic. Bent body panels cause extra drag and frontal impacts affect the accuracy of your steering. With no power-ups or such like in the multiplayer mode, a bit of judicious stock-car racing might come in handy to finish off the opposition.

At the moment, the game's two biggest problems are its trackside collision detection and an occasionally sluggish frame rate. It's these areas, and not the game's host of fancy extras – such as paint shop customising, car adjustment and that tantalising track generator – which will have the largest bearing on the game's final score. There's still plenty of development time left, though, and we have high hopes for *Top Gear Rally 2* when its release rolls around in the autumn.

MASTERY *Every trackside crash, or collision with another vehicle, will result in damage to your car that extends beyond the cosmetic.*

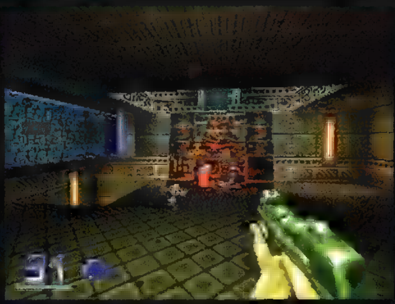
TO BE CONTINUED... There will be more on the mud-fest that's *TGR 2* over the coming months.



△ Hopefully all that lead will weigh him down soon.

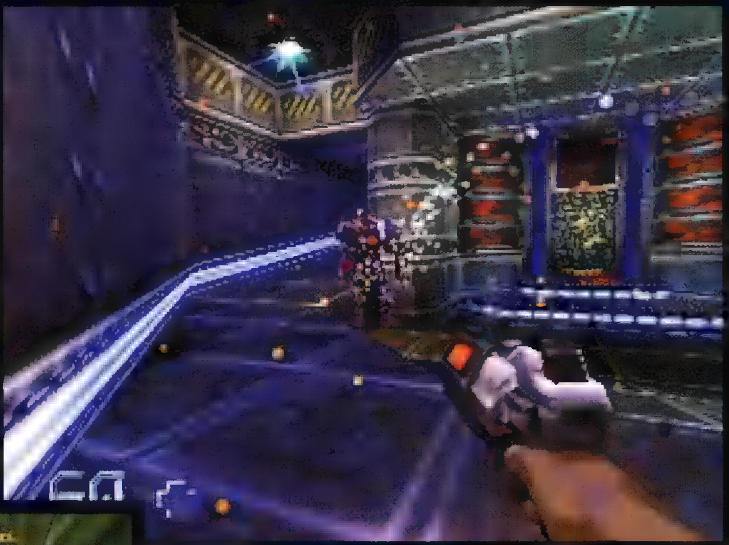
▽ In half, you say? In half! It barely feels like a graze.

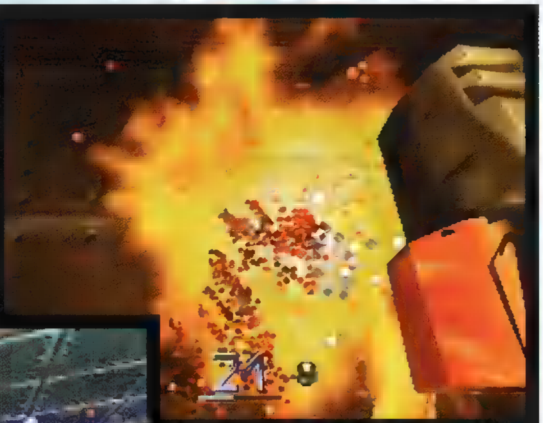
△ Time for a little bit of BFG action. Mmm, messy.



◁ Looks like one of the mission objectives to us. Scary.

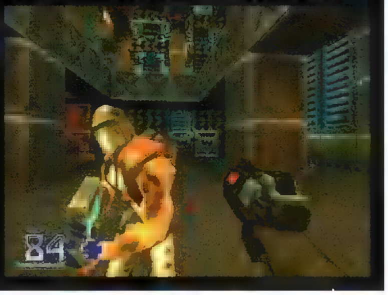
Tasty blue lighting. The game isn't all muddy brown and grey. ▽

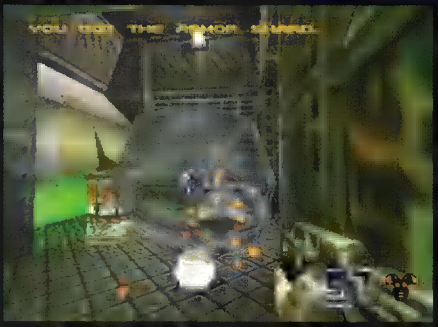




△ That isn't an enemy's blood. At that range, firing explosives is suicidal.

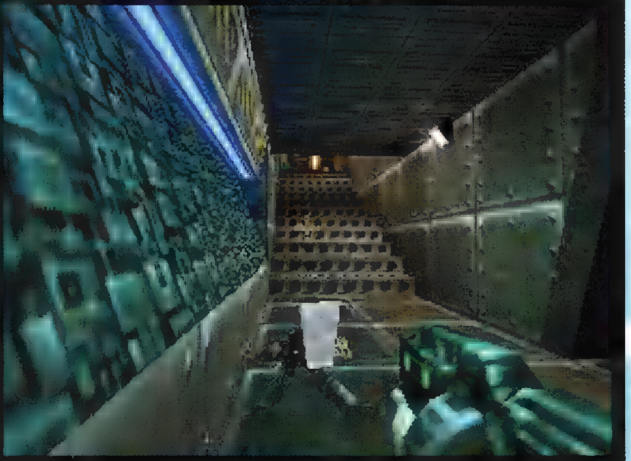
▽ Hey, ugly. Shooting men with buckets on their head is all in a day's work.





△ So how's a shard of armour supposed to help? Do they expect us to glue them all together?

▽ That corpse was lucky enough not to be blown into tiny pieces, or 'gibbed' as the saying goes.



QUA

INFO BURST

QUAKE II	
FROM:	*Activision*
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
August		TBA

ANTICIPATION RATING

●●●●○

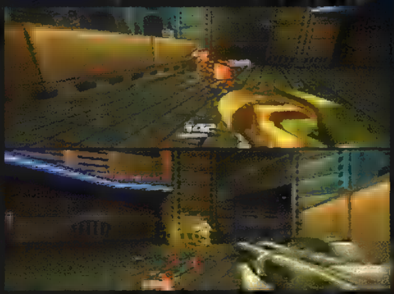
We'll admit: we were pleasantly surprised last month when *Quake II* turned up in the office, complete with brand new one-player levels and an absolutely stunning multiplayer mode. So much so, in fact, that we decided to track down developers Raster and find out how a potentially poor, one-and-a-half year old PC conversion turned into a rip-roaring shooter to rival the likes of the *Turok* twosome (though, possibly not *GoldenEye* and *Perfect Dark*).

"Everybody agreed up front that delivering a diluted clone of the PC version that everybody's already played would result in a lukewarm response from gamers," explains Aaron Seeler, a member of the *Quake II* development team at Raster. "That said, *Quake II* N64 was never meant to differ from the PC version, but rather enhance. I believe you can now see this in the brighter graphics, heavy use of coloured lighting, and less ornate map layouts."

▷ Extreme close up. You really don't want to be getting this good a view of the bad guys.

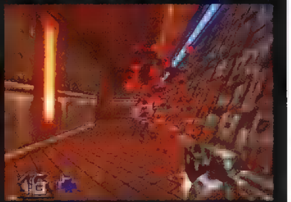
The animation on the chain gun is basic, but it helps to improve the speed of the game. ▽

▽ Multiplayer deathmatches are the business. No other game moves at this kind of speed.



△ The pistol is weedy, but doesn't require ammo.

It'll take ages to wash that lot out of your hair. ▷



△ See how the blood drops are circular here, in accordance with the law.

Nice sniping there. ▽ Trauma time.

△ The results of a nice bit of killing. Corridor filled with bodies, job well done.

▷ What happened to his face? Where did it vanish to?

KE II

guns on the run

So, how do Raster think *Quake II*'s much-criticised one-player game compares with, say, *GoldenEye*? "*GoldenEye* has got a deeper storyline. That always helps in making the play more immersive," believes Aaron. "But, we bring the fun out through tension. *Quake II* for the N64 gets things going pretty quickly. It's always been about being underpowered against an indomitable foe, and not standing around for too long. The Strogg's are mean and if you want to infiltrate their defences, you're going to need fatigues, not a tuxedo." Nice, that.

But, for all this, *Quake II really* comes into its own in multiplayer mode. "Deathmatch is fun because the multiplayer maps have the right layouts with the right balance of weapons," Aaron tells **N64**. "They aren't just interconnecting boxes. The key is to play the maps that were designed for the number of players you're playing. So, if you've got two people, then play the smaller multiplayer maps. They were designed with a flow to picking up weapons and meeting in the large central rooms where the sheer fun of rocket jumping, dodging, railing and gibbing occurs." And does Aaron think people will be surprised at just how good *Quake II*'s multiplayer is? "I'm hoping to hear not quite so much about *GoldenEye*," he laughs.

MASTERY

> **"The Strogg's are mean and if you want to infiltrate their defences, you're going to need fatigues, not a tuxedo."**

A real bonus for *Quake II* players *has* to be the supreme analogue control. Was it tricky to get right? "I'm still not sure we did!" reckons Aaron. "As a player gets better, they expect a different response from the stick. Beginners get frustrated with twitchy controls and experts can't spin fast enough. We just made sure that it was very configurable. There are separate sensitivity controls to either dampen or amplify the response of the analogue stick, and there are six controller presets too. And, of course, any configuration changes can be saved to a controller pak so you don't have to re-configure at power on. That should do it."

Indeed. Look out for the definitive review of *Quake II* next issue…

TO BE CONTINUED… We'll definitely, positively have a review of Quake II in N64/32.

PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ RETROWORLD p18 NEW GOODS p17 FANZINE FARM p18 N64 QUIZ p16 PREVIEWS p20

Zelda sequel confirmed!

Link's back! Along with the 64DD and an online network...

It's true! The Greatest Game Ever™ is getting a sequel. And it's going to be out by the end of the year. Ever since people discovered that *The Legend of Zelda: Ocarina of Time* came complete with 64DD 'hooks', and Shigsy himself hinted about the existence of 'Ura Zelda', gossip has been rife about when, where and *if* the game would ever come out. Well, now we know. Unfortunately, though, there are a couple of catches…

Firstly, it's only coming out in Japan. And secondly, it's going to be on the 64DD. Yes, Nintendo have finally confirmed that the N64's troubled disk-drive add-on will be released in Japan with accompanying software, and the new Zelda game – now called *Zelda Gaiden* – will only be compatible with the DD.

Of course, *Ocarina of Time* was always meant to be for the 64DD anyway, and apparently *Zelda Gaiden* will offer new worlds, characters and quests for Link; most probably everything that Shigsy had to cut out of the game in order to fit it onto a cartridge. The original game *will* be required to run *Gaiden*, so keep on looking for those 'hooks' which might provide a route into the new game. Our guess is that Zora's Domain will unfreeze…

Zelda Gaiden is scheduled for a Christmas release in Japan, with the 64DD arriving, apparently, at the end of the summer. Those of you feeling disheartened about the Japan-only news, though, have every reason to be optimistic about an American and European release. Considering that *Ocarina of Time* – during the three week run that it was in the shops before Christmas – made more in America than any movie released during the same period, Nintendo of America *must* be planning a cartridge release of the game at some point in the future. That's unlikely to be Christmas, though; *Perfect Dark* and *Donkey Kong* are on the way for the Yuletide season, and Nintendo obviously don't want anything to interfere with their projected astronomic sales. So, should *Zelda Gaiden* make it to America, you can expect a PAL release sometime in 2000.

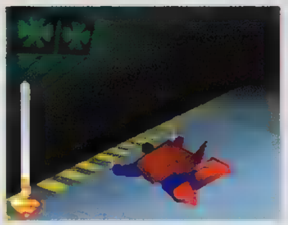
In the meantime, the game will be shown at this year's Nintendo Spaceworld, on August 27th. We'll be sending Wil over to bring back all the information you'll need…

△ *The 64DD. There have been long delays, but finally – at last – it's coming.*

SHORT CUTS

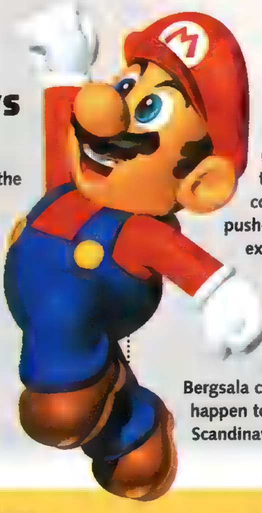
SUPERMAN SELLS OUT!

How on earth did *this* happen? If you've already read Tim's review later on in the mag, you'll know that Titus' *Superman* is, well, utter rubbish. And, despite American critics having come to pretty much the same conclusion, the game-buying public of the USA have voted with their wallets and pronounced the game a success. Topping the N64 charts this month, and coming in at number nine in the all-format charts, Titus have obviously recouped the five pounds it cost to hire the infant that made the game. Dear readers, please don't let this happen over here.



MARIO'S ROAD

Not content with starring in some of the finest games ever made, well-known plumber and videogame mascot Mario "Mario" Mario has had a street named after him in the town of Kungsbacka in Sweden. Why? Apparently because, as a representative of the Bergsala company who pushed for the naming explained: "Naming a street after Mario is a good way of showing our appreciation." The Bergsala company also just happen to be Nintendo's Scandinavian distributors…



64DD online network

The 64DD will also come with a modem and Internet capabilities, meaning that – brilliantly – you'll be able to download games from Nintendo's own network, dubbed the 'Ennternet'. And, like you can with a PC, you'll be able to play games over an online network with people halfway round the world. Well, anyone in Japan, at least; the 64DD isn't planned for release anywhere else.

The 64DD is due for release in December, and will come complete with a utility disk, the expansion pak (which the DD won't work without) and a cart with an in-built 28.8K modem. Despite that fact that we won't be getting the disk drive, all of this bodes extremely well for Project Dolphin, which, if we're to believe Nintendo's heavy hints, will be coming complete with online capabilities. Great news, then.

The games

Around ten games have already been confirmed for release with the 64DD: *Zelda Gaiden*; the long-delayed *Mario Artist* (which we saw back at E3, and looked great); a golf game; *Shogi Chess*; a mah jong game, a Wall Street game (!) and something called *Dai Senryaku*.

Along with *Zelda*, though, perhaps the best news is that an *F-Zero* expansion disk will be released, which, in conjunction with the original game (if you remember, it has 'hooks' like *Zelda*) will allow you to design your own tracks. And just imagine playing *F-Zero* over a network, with 29 other people…

Giant steps

The final game to be announced – so far – for the 64DD is the wonderfully odd-sounding ***Kyojin No Doshin***, which roughly translates as ***Doshin the Giant***. And it's very bizarre…

Developed by Japanese outfit Param, and published by Marigul, the game appears to be what can best be described as a 'philosophical life simulation'. You play the giant, who finds himself on a tropical island – the aim is to co-exist happily with natives, and you'll grow bigger depending on how the islanders see you. As you get bigger, you're able to help the islanders more, or cause more destruction. Interesting, eh?

Hopefully Wil's trip to Space World will shed more light on the game.

Game Boy gets connected

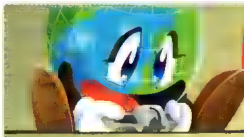
STOP PRESS!

Just as we were going to press, news reached us – unbelievably – of plans to hook the Game Boy up to the Internet. Software is being developed that will allow everyone's favourite handheld to be hooked up to a mobile phone, allowing access to the Internet, as well as providing the ability to swap data with other players and download additions for characters, backgrounds and so on.

Whilst these are the only details available at the moment, one thing's for certain: Nintendo are certainly focusing a lot of energy on online technology. Which can only be good news.

GAME BOY COLOR

MOTOROLA
tri-band



N64 Diary

Worried about missing a competition date?
Wonder what's going on, this month, in the world of **N64**?
Then wonder no longer…

TIM'S BIRTHDAY
13th July
N64 Magazine's very own tinpot dictator is 22 years old today.

STAR WARS EPISODE 1: THE PHANTOM MENACE
16th July
The new Star Wars film hits the cinemas today. Tim saw it in America, and he says: "Good, but – controversially – not great". See for yourselves if he's right, or wrong.

JAMES' WEDDING
24th July
That's right. Mr Ashton is getting hitched. We wish him all the best.

N64 QUIZ
Issue 30 ▪ 16th July
There's £50 up for grabs. Best get your entries in, then.

BOWS YOUR FATHER
Issue 30 • 16th July
There are motorised *Mario Kart* toys waiting on Wil's desk.

E3 VIDEO OFFER
Issue 30 ▪ May
Still haven't called for your free E3 video? Then ring now, on 0906 401 0011. There might still be a few copies left.

DUKE NUKEM: ZERO HOUR
Issue 28 ▪ Early August
GT Interactive assure us that, despite slipping again, the Duke's latest brilliant blaster will be out in early August.

REMEMBER THE ADDRESS!

N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

GO! GO!

HOTEL CALIFORNIA 64

Those of you that have been to America are no doubt aware that many hotel rooms come equipped with a selection of SNES games, including old favourite *F-Zero* and several other gems. Well – brilliantly – Lodgenet Entertainment have announced that they're going one better than that, with plans to install 11,000 N64's in hotels over the USA and Canada during the next year. Games that've already been confirmed for hotel-installation include *Zelda, Mario 64, 1080° Snowboarding* and *Mario Kart*. Imagine that – you'd never get out of your room…

There are more SHORT CUTS on page 18

N64 MAGAZINE hits your TV!

Fancy seeing your favourite N64 games reviewers on the telly?

You bet you do! And it's really very easy. See, Gamers is the new videogames TV show, broadcast on ITV on Saturday mornings, and at various times throughout the weekend on Rapture TV (the same channel as FilmFour, if you've got satellite). And guess what? Squeaky-headed Jes and gruff-voiced farmer Tim have both already been on it.

So, to see them both make even bigger fools of themselves (and also get the lowdown on the latest games), simply tune in at the times listed across to the right, here. Oh, and keep a lookout for the Gamers logo too. The reason? Well, to coincide with Tim and Jes's new jetsetting TV lifestyle, throughout the mag you'll see the Gamers logo next to reviews and previews. Whenever you see the logo, take note of the date, as this indicates when you can see that game in action.

Tim Weaver
N64 Magazine

ITV regions:
Meridian, HTV, Anglia, West Country and Channel
SATURDAY 12:30pm

Rapture TV:
SATURDAY 10.30am
....1.30pm
....5.00pm
SUNDAY 11.30am
....1.30pm
....3.30pm

The N64 MAGAZINE Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

Fifty frickin' quid, as Dr Evil would no doubt say. That's a whole lotta cash; just think of the things you can buy with it. A new game, obviously, or some clothes, or CDs, or 5,000 Mojos (assuming that they're still 1p, of course. They weren't actually invented when Wil was a youngster).

Aaanyway, get all ten questions correct, send them in, and fifty smackers could be yours.

1 *Which game was described this month as deserving "nothing less than your utter contempt"?*
2 *Which sequel contains 15 licensed vehicles?*
3 *In what game would you find the Retractor?*
4 *Who is* **N64** *Magazine's king freak?*
5 *Which game features Groundhog Day-style scenarios?*
6 *'Luigi Loses!' – but on which page?*
7 *Who is the Evil Acorn?*
8 *In which upcoming game will you find deathmatch bots?*
9 *What happens when you enter RRJINNRE?*
10 Superman. *Would you buy it?*

HOW TO ENTER

It's easy. Simple. As thoroughly un-difficult as you can get – (*Snip!* – Ed). Um, you get the picture.

Good Golly Quiz Folly: Augustus Gloop
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Rules
1. The closing date for the compo is August 16th
2. Employees of Future Publishing can't enter.
3. The winning entry will be pulled, as if by magic, from Wil's mighty wig o' grease.
4. The prize is fifty English pounds. Not bad.
5. Just know, I've got a whole bag of ssh! with your name on it.

Last month's winner was:

Bernard Hill, Felixstowe

The N64 Quiz

My answers are as follows:

1. ______________________ 6. ______________________
2. ______________________ 7. ______________________
3. ______________________ 8. ______________________
4. ______________________ 9. ______________________
5. ______________________ 10. ______________________

Good, no? Oh, and you'll probably be wanting this too...

Name ______________________ *Address* ______________________
____
______________________ *Postcode* ______________________ N64/31

NEW GOODS

in association with

BEATTIES
Models Hobbies Toys Games

RS RACING WHEEL

Act Labs / Planet Distribution • £140 • 01992 707400

We haven't seen a wheel this imposingly chunky before. It weighs about as much as the average four bedroom detached house, and it looks like it has been ripped from the dashboard of a TVR. It also boasts a unique selling point in its ability to work with any console or computer, present or future. The wheel comes set up for a PC, but by buying the appropriate cartridge you can run it on an N64 or a PlayStation. It uses force feedback, so it'll jiggle around in your hands with compatible games. Dauntingly expensive maybe, but far smoother and more responsive than any other N64 steering wheel, and you won't need to replace it when you buy Project Dolphin.

92%

POKÉBALL

£2 from the Japan Centre Bookshop • Piccadilly

If there's one thing we love about a trip to London, it's the chance to pick up some amazing tat. After the recent multiplayer challenge in Oxford Street, we took the opportunity to nip over to the Japan Centre in tourist-packed Piccadilly. We found this rubber oddity in the bargain bin. Crack it open and there's a tiny metal Pokémon inside. Presumably you're supposed to catch the special gold one on the front of the pack. Ours was a silver Psyduck.

70%

TALKING PIKACHU

£9.80 from the Japan Centre Bookshop

Another special offer. We simply couldn't resist this slightly overweight yellow bundle of fun, particularly when it flashed its glowing cheeks and squeaked in his best voice. "Pikachu, Pikachu," was its plaintive cry. "Buy me now, kind **N64** folks. I love you so much." Actually we're not 100% certain about the second bit, because we were too busy rushing little Pika to the cash till. The yellow beast has since failed to repeat its former verbosity.

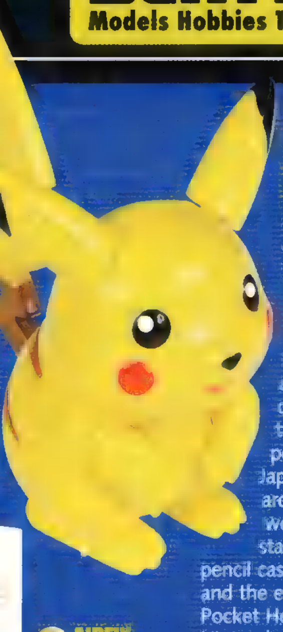
85%

DORAEMON STATIONERY

£4 from the Japan Centre Bookshop

The adorable Doraemon is the star of this brilliant package. You get writing paper, envelopes and some plastic stickers to put on cherished photos, and it's all plastered with the slogan: A cat-like robot from the 22nd century that takes many fantastic tools out of its fourth dimension pouch. Adds a certain something to letters and job applications.

90%



AIRFIX PIKACHU

£2.90 from the Japan Centre Bookshop

It's not actually Airfix, being glueless and from Tomy, but we don't know the technical term for self-assembly toys that come on little plastic trees. Most of the parts in this Pikachu are sealed away inside its belly, making Pika's ears and arms move when you wiggle its tail. We put the thing together, but it's still a mystery how it works. There's obviously some strange kind of mojo at work inside Pika's plastic beer gut.

80%

HELLO KITTY KEYRING PENDANT

£2 from the Japan Centre Bookshop

One for Andrea, this Hello Kitty is an all-purpose cutie, tremendously popular in Japan and around the world. She's the star of numerous pencil cases, comics, and the excellent Pocket Hello Kitty from Nintendo. This enamelled pendant shows Kitty flying, wings akimbo, with a nice pink flower and a typically gormless expression. It's quality tat, painted on both sides for maximum realism, and it looks great on an **N64** keyring.

90%

WIN! AN RS RACING WHEEL

Get your hands on this most luxurious of steering wheels for free. We've got one to give away, complete with cartridges worth £20 each for N64 and PlayStation. If you own more than one machine, you could be in £180-worth of driving heaven. Just answer this question:

Who finished 8th in the 1987 Formula One World Championship?

Write your answer on the back of a postcard and send it to:
T Hairy Boots On Competition,
N64 Magazine, 30 Monmouth St, Bath, BA1 2BW
First one out of the hat wins.

GO! GO!

Nintendo WORLD
GO!

APE ON A STICK!

Just when you thought, post-E3, that the Nintendo scene couldn't get any more exciting, along comes something to mess with your mind. Nintendo World – sister magazine to **N64** and Planet Game Boy – is out right about now for £1.70! It's fun, young and action-packed. Go take a look…

To mark the birth of our sister mag, we've persuaded the powers that be to give away F-I-V-E subscriptions to the little beauty. Are we too good to you here on **N64**? Yes. We. Are.

To win one, answer this question: What's **N64**'s Wil Overton famous for?

a) His hair.
b) His Mario-style moustache.
c) His love of garlic.

Send your answers to:

Mr Overton!
Nintendo World
Future Publishing
30 Monmouth Street
Bath
BA1 2BW

Best o' British…

DOUBLE TAKE

We bumped into our chums at Take 2 this month, and were able to drag a few details about their upcoming games out of them. Apparently, an up-and-running, fully playable version of the Game Boy version of *Grand Theft Auto* is in existence, as well as a portable version of the ace *Silicon Valley*. Both games that are going to be well-worth looking forward to, when they're released later on in the year.

And, although nobody's seen anything of it, the N64 *GTA* is apparently still scheduled for the end of the year. Let's hope so…

FANZINE FARM

Another *Zelda* obsession, eh? Lovely jubbley…

ZELDA: ANGELS FOUR

Normally we only allow fanzines in our farm – Jethro goes mental with the ole pitch fork otherwise – but, for Zelda: Angels Four we'll make an exception.

It appears that Jon Davies has an obsession with The Best Game Ever™ – like ole Brian's obsession with cabbages – because what we have here is a story, a very involved story, all about Link and Zelda's adventures. It's actually a prequel to *Zelda 64*, and creates a nice build up for the game.

Link has to do battle with the Angels Four (four angels, then) who are a scary bunch of hybrids. There's also Nektaa the fire-breathing dragon and Stalvagia, a 'Zombie Dragon of the Dead' to compete with. And, just in case you were getting worried, Ganondorf pops up to create some havoc as well.

A jolly fine read for *Zelda* fans, but best saved for those long winter evenings after a hard day's slog cleaning out the pig sty.

- **Fancy a copy? Best send £3.50 to:**

Jon Davies, Stable Cottage,
Littlestoke, Wallingford,
Oxon, OX10 6AX.

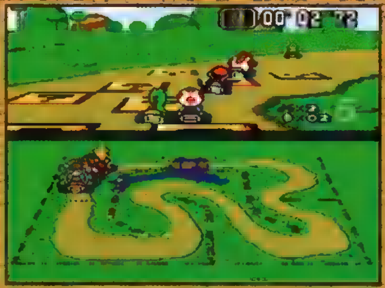
Got a fanzine? We want to see it! Send your choicest produce to:

Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

RETROWORLD

with Jason Moore

Do you remember the days of the SNES? Let us take you back…

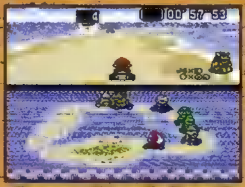


SUPER MARIO KART

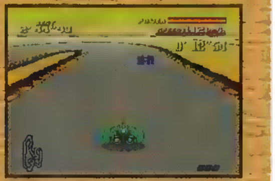
Nintendo • 1992

That's Super as in Super Nintendo. The game that spawned *Mario Kart 64* and one of the most contentious of gaming debates – was the original actually better than the sequel? Both games were somewhat underestimated by reviewers at the time. Some even delivered so-so verdicts on *Super Mario Kart*, but as the novelty of seeing Mario and friends chugging round on four wheels wore off and the depth of gameplay in the two-player mode sank in, one mag even felt compelled to apologise for damning it with their faint praise. The public response was phenomenal. Copies became as hard to find as *Zelda* was last Christmas, and a new gaming genre was born. No wonder people remember it with a tear in their eye.

What's so great about it? Well if you've only ever played the 64-bit version, the tightness of *SMK*'s handling will come as a surprise. With no analogue controller to help out, cornering is all about knowing when to start your powerslide and learning which blocks you can clip off the walls. There's a more pronounced difference between the characters too, with Kong and Bowser being incredibly fast and slippery – and the two-player mode is a work of art.



Is it better than *Mario Kart 64*? Nope. Not in a million years. But as *SMK* suffered for being too different, *MK64* got its sprinkling of middling reviews for not being different enough. Despite being the best multiplayer game in the history of all things ever. Ho hum. When *Mario Kart 3* arrives on shiny new hardware, we'll probably spend the first few months with it wishing it was as good as *MK64*. Whatever, we'd definitely recommend seeking out a SNES and a copy of *SMK*.

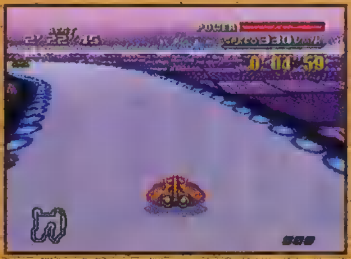


F-ZERO

Nintendo • 1991

Along with the sublime *Super Mario World*, *F-Zero* was one of the games that sold the SNES. Despite there being only four titles available at launch (*Super Soccer* and *Pilotwings*, the others), one look at *F-Zero* running in a shop window was enough to make many gamers take out bank loans to get *that* machine and *those* graphics into their own living rooms. Remember, this was all way before textured polygons and mip-mapping. *F-Zero* was the fastest, smoothest, sexiest game the world had ever seen, and it was in 3D! Well, it looked like it was anyway.

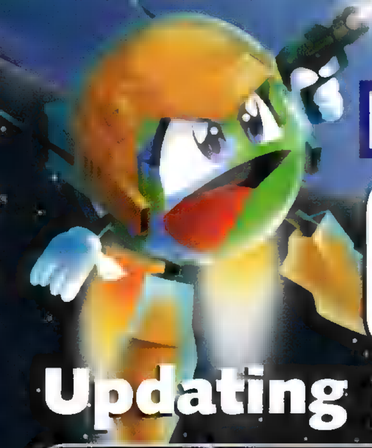
It played beautifully, which was the most important thing when the thrill of the visuals eventually faded. The way the craft could slip through the tightest of chicanes, making minute adjustments on the D-pad and shoulder buttons, and the heart-stopping leaps you could make to cut corners on some of the tracks… Perfection.



Playing it again today, little has changed. It's so similar to *F-Zero X* that it's even possible to get close to top lap times after just a little acclimatisation. It doesn't look as impressive as it used to, but it's closer to its deliberately retro N64 big brother than *Super Mario Kart*.

Fancy seeing your favourite NES or SNES game re-reviewed? Drop us a line at Retroworld, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

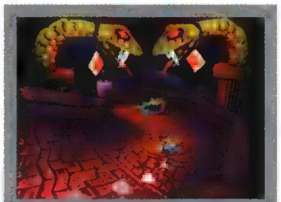
TAMARA WANTS TO HATE HERSELF FOR LOVING HIM. All Keith wants is a spanking gorgeous Pot Noodle
Pot Noodle Snack
CHICKEN & MUSH
Pot Noodle Snack
"POT" AND "POT NOODLE" ARE REGISTERED TRADE [illegible] NAEHRMITTEL AG



QUICK JUMP TO ▶ 40 WINKS p22 KIRBY 64 p28 EXCITEBIKE 64 p24 SOUTH PARK RALLY p23

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Donkey Kong 64

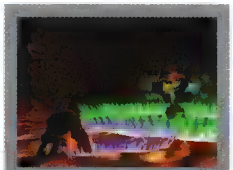


A bit like DKR, this. A slim, a boss and you.

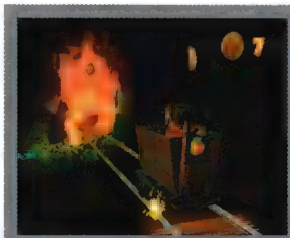
More new shots of Rare's stunning 3D ape attack!

If *Perfect Dark* was the game of the show, then *Donkey Kong 64* was certainly a very close second. With its staggering hi-res visuals (remember, it won't run without an expansion pak) and quirky platforming fun, it was head and shoulders above most of the *Mario* clones that made up the adjacent PlayStation stand at E3 last month.

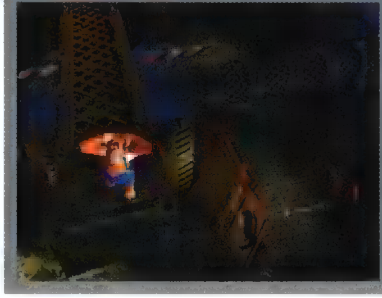
New information has been particularly hard to come by since the show, though – something that's been made even more tricky by the fact that traditional tight-lippers Rare are behind the game – but we've managed to dig out these new pictures which, once again, show the awesome potential of *DK64*. In fact, the only foreseeable problem could be the camera which, like *Banjo-Kazooie*'s, isn't exactly perfect; it seems to have some trouble realigning and sometimes gets trapped behind walls. But, with a few more months to go before the game's release, there's plenty of time for Rare to get things right. Roll on November, then. We can't wait.



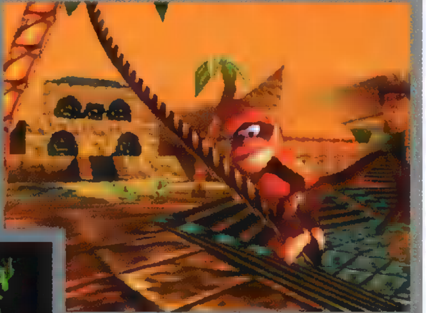
Diddy feels the full effect of this Nasty.



There's some fun sub-gaming – cart-riding being one



Some of the detail is eye-melting. Look at that level!



Diddy can pick these guys off with his coconut shotgun. Handy, that.

Q & A

All sounds very exciting, but the camera's a bit of a worry, isn't it?
Mmm, yes, a bit. But cast your mind back to Banjo and you'll recall its viewing problems didn't have an adverse effect on the way the game played – and that's the important bit.

And the game won't run without an expansion pak?
Nope. It'll be the first game of its kind.

Which means we'll have to go out and spend an extra £30...
Not necessarily. Early word has it that Nintendo will be bundling copies of DK64 in with an expansion pak. Price-wise, this'll probably mean the game retails for around £50 but, if you think about it, that's quite an investment: an expansion pak for £10.

S'pose it is. So how different is *DK64* going to be from the SNES games?
Well, it's completely 3D, so the worlds and control system are going to seem pretty different. As for the way it plays, well, some things will remain the same, particularly as far as the 'feel' of the game goes. The puzzles and objectives and all of the characters hark back to the SNES days. Essentially, DK64 is the SNES Donkey Kong games done bigger and better and taken further. Which means it's going to be a tiny bit special. Yep.

INFO BURST

DONKEY KONG 64	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

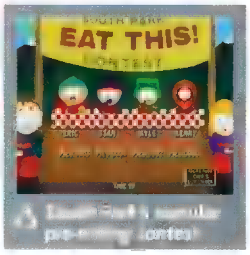
WHEN'S IT OUT?
November 22nd

ANTICIPATION RATING
●●●●●

South Park Chef's Luv Shack

It's party time in South Park!

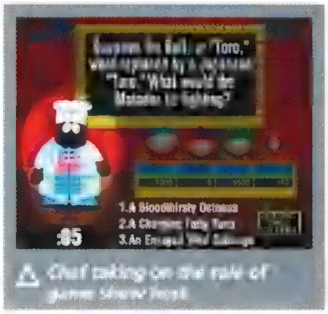
After the disappointment of *South Park*, Acclaim have announced details of a further two games based on the hit cartoon show. *Chef's Luv Shack* is the first, taking the party game theme of *Mario Party* and throwing in a heap of what's made the TV show so popular. So, er, swearing and fart gags, then? Yup, that's just about the size of it.


SOUTH PARK
EAT THIS!
CONTEST

South Park's popular pie-eating contest

Like *Mario Party*, players have to battle through dozens of mini-games, and with names like Spank the Monkey with Mr Mackey, Huntin' and Killin' with Jimbo and Ned, and Asses in Space with Terrance and Phillip, it's not hard to guess what they might be about. Chef himself will also make an appearance hosting his own trivia section. Also, there will be the chance to team up with three friends and play as either Kenny, Stan, Kyle or Cartman.

Bearing the first game in mind, it'll be interesting to see whether *Chef's Luv Shack* warrants the attention of anyone other than the most devoted South Park fan. More news as we get it.

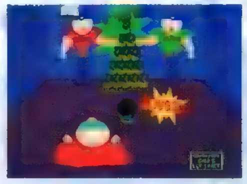

:05
1.A Bloodthirsty Octopus

Chef taking on the role of game show host

Q & A

So, what sort of mini games are there?
Details are a bit scarce at the moment, but **N64** *managed to get a glimpse of a couple: one saw Kenny, Stan, Kyle and Cartman in a pie-eating contest (with points awarded for the most amount of pie consumed), and the second was a tug-o'-war, with Stan and Kenny competing against Cartman and Kyle with the losers falling into a chilly lake in the middle.*

Sounds... inspired.
Well, let's face it, South Park was never about subtlety – something that's reflected in the way Chef's Luv Shack plays. But, if it's laughs you're after, this is the place to be. Hopefully.



Still, if all else fails, there's always swearing...
Yep. Expect the game to grab itself a 15 certificate, thanks to a bevvy of blue words.

1.NO FAT FOR JACK
2.EAT MY BULL
3.BIBLICAL TUMMIES

INFO BURST

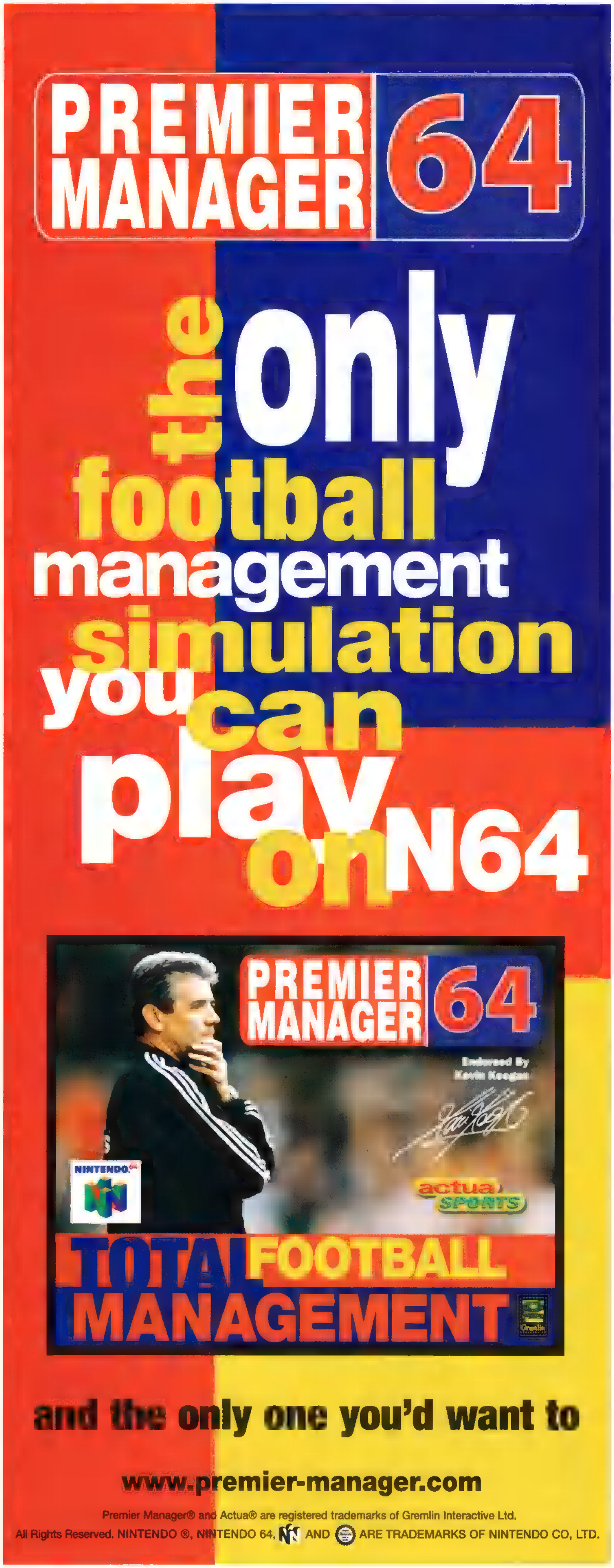
SOUTH PARK CHEF'S LUV SHACK	
FROM:	Acclaim-Austin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
Autumn		TBA

ANTICIPATION RATING

●●●○○


PREMIER MANAGER 64
the only football management simulation you can play on N64
PREMIER MANAGER 64
Endorsed By Kevin Keegan
NINTENDO 64
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TOTAL FOOTBALL MANAGEMENT
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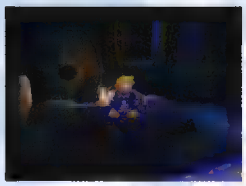
Q & A

How many levels?
Six themed worlds, each made up of several impressively large levels. There's a boss to scrap with at the end of each world and a few bonus race games to have a crack at.

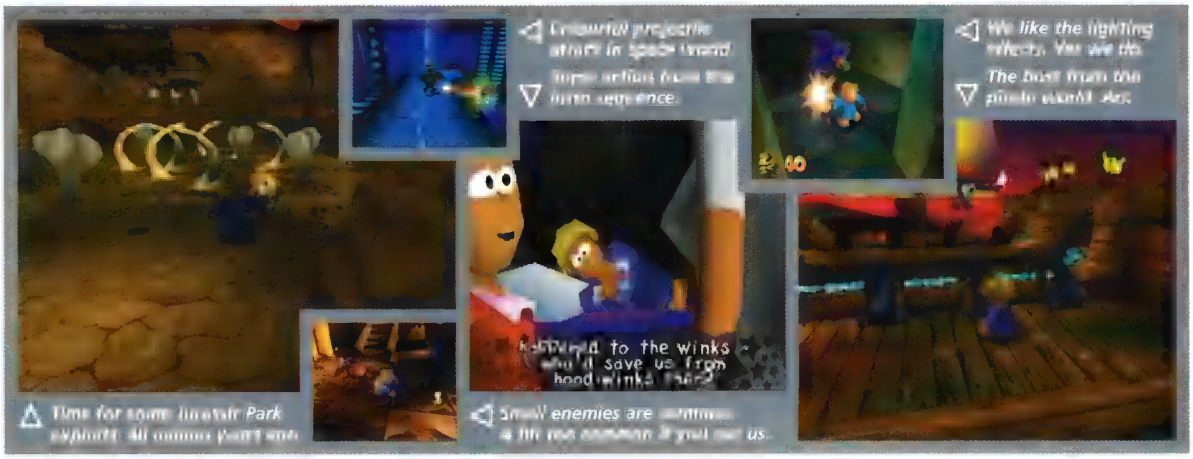
What are the bosses like?
They all involve Thread-Bear, the animated teddy subverted by the evil NiteKap. Thread-Bear rides dinosaurs, flies UFOs, and ultimately sees the error of his ways when he gets his hairy arse kicked one time too many.

How does the two-player mode work?
It wasn't playable in the version we saw, but it's going to be a co-op game. One player takes Ruff, the other takes Tumble, and their different abilities combine to get through some specially designed levels. It will use a split screen, so the players can take their own routes or join up to form a more formidable force.



Anything else we haven't seen before?
Well not really. The moves are all from Mario 64 and Banjo. It's basically another attempt to outdo Nintendo and Rare at their own game, with the difference being the number of power-ups and goodies to be found. The levels are stashed with stuff, little glinting icons tempting you wherever you go.

Will Donkey Kong be worried?
In a word, no. There's only one platform game people will be interested in this Christmas, hence 40 Wink's early October release date. We'll tell you whether it's a viable alternative in a couple of months.


[illegible] to the winks - who'll save us from hood-winks [illegible]
40

◁ Colourful projectile attacks in Space World.

▽ Some action from the intro sequence.

◁ We like the lighting effects. Yes we do.

▽ The boss from the pirate world. Arr.

△ Time for some Jurassic Park exploits. [illegible]

◁ Small enemies are sometimes a bit too common if you ask us.

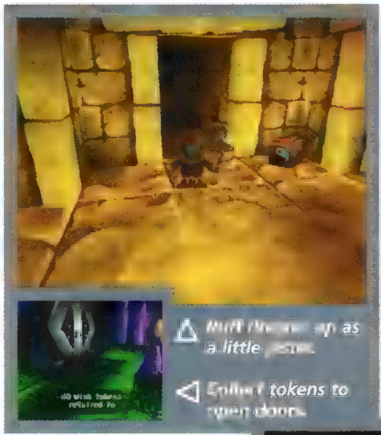
40 Winks

GT's attempt to out-Banjo Banjo.

Straight in at number 20 in the list of the Cheesiest Game Plots Ever, GT's *40 Winks* stars a pair of cute, stumpy siblings called Ruff and Tumble (parents were hippies, probably). Their task is to save the Winks – the fluffy things responsible for good dreams – from the clutches of grumpy old NiteKap and his sidekick, Bob Hoskins-alike cuddly toy Thread-Bear.

Well anyway. Let's move on. It's a 3D platform game with more than a passing resemblance to *Banjo-Kazooie*. The chunky, solid graphics lend *40 Winks* the right to look down its nose at the likes of *Glover*, although the gameplay isn't anywhere near as innovative. Since the game is set in the kiddies' dream world, they have the power to change into their favourite fantasy characters by hopping into a magic jack-in-a-box. There's an invincible fairy, a tough caveman, a robot superhero and – best of all – a ninja, complete with kung fu sound effects.

To prevent the kids from waking up, and thus ending the game, you have to collect little Z icons from around the levels, ensuring a sound sleep. There is a bewildering number of different power-ups to collect, from little eyeballs to the fabled Winks themselves. The enemies are the Hood-Winks, evil little things which cause nightmares. They're difficult to dispose of, particularly when they're protected by their minions. Liberal use of the butt-slam and projectile attacks are essential. *40 Winks* should be released around October time.



△ Ruff dresses up as a little pirate.

◁ Collect tokens to open doors.

INFO BURST

40 WINKS

FROM:	GT
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
October | TBA

ANTICIPATION RATING
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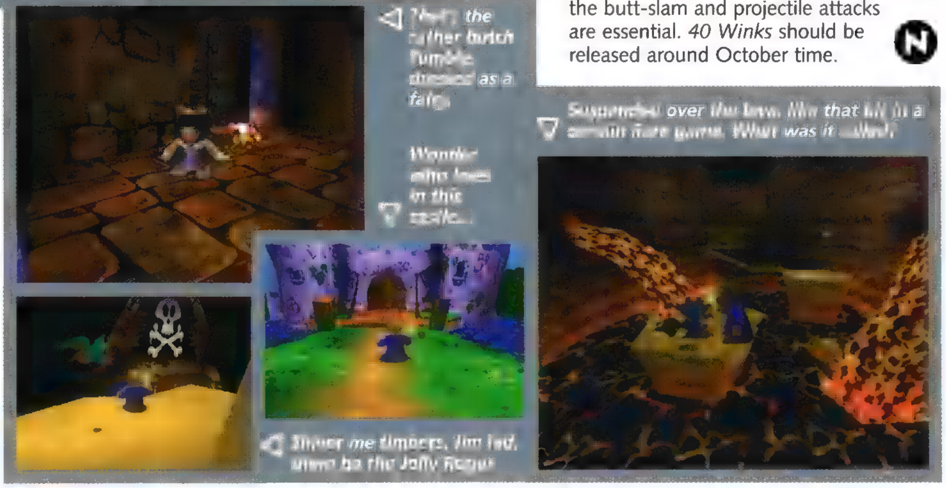


◁ That's the rather butch Tumble dressed as a fairy.

Wonder who lives in this castle...

▽ Suspended over the lava, like that bit in a certain Rare game. What was it called?

◁ Shiver me timbers, Jim lad, where be the Jolly Roger.

South Park Rally

We're going karting down in South Park...

The second N64 South Park title this month borrows from another well-known Mario game. *South Park Rally*, as the name suggests, is a racer in the style of *Mario Kart*. But, like *Chef's Luv Shack*, it doesn't just impersonate. Instead, with the help of some unusual vehicles, familiar characters and a wheelbarrow load of swearing, it tries to go that little bit further.

Take for example Stan's Grandpa's rocket-powered wheelchair, or Jesus' puffy white cloud, both vehicles that aptly demonstrate Rally's attempts to distance itself from Nintendo's wondrously playable classic. And with even *more* sampled speech than graced the original *South Park*, you can bet the losing kartists in *Rally* won't just go out with a whimper. Instead, each of the competing racers comes complete with signature one-liners, which are set off when opponents crash into you, or cut you up. The addition of weapons, like vehicle-fired missiles, fire bombs and greasy oil slicks, also spices things up in the blue word department.

South Park Rally's biggest bonus though is its multiplayer. The four-player deathmatch allows players to race against each other or battle it out in a vehicle-based kill fest. Sounds like it could be nice...

Q & A

So, rocket-powered wheelchairs, then...
Yep. South Park's inhabitants all come complete with specifically tailored vehicles. Quite how fast Jesus' puffy white cloud goes is up for debate, but you get the gist.

What others are there?
All top secret, that, but it doesn't take a genius to work out that Terrance and Philip are going to have some form of fart-powered kart, while Jimbo and Ned will come complete with hunting vehicles (perhaps equipped with rifles). Don't expect much in the way of surprises.

At least the dreaded fog's gone...
Take a look at the screenshots, yep.

And no turkeys!
Er, we wouldn't count on that, actually.

We reckon these icons are weapons surely!

Woooaaahhh! Hang on there.

Check out Grandpa's wheelchair skills

Prepare for a bumpy landing

That must be the speedo in the corner

There are plenty of jumps and bumps to help spice things up a little.

INFO BURST

SOUTH PARK RALLY

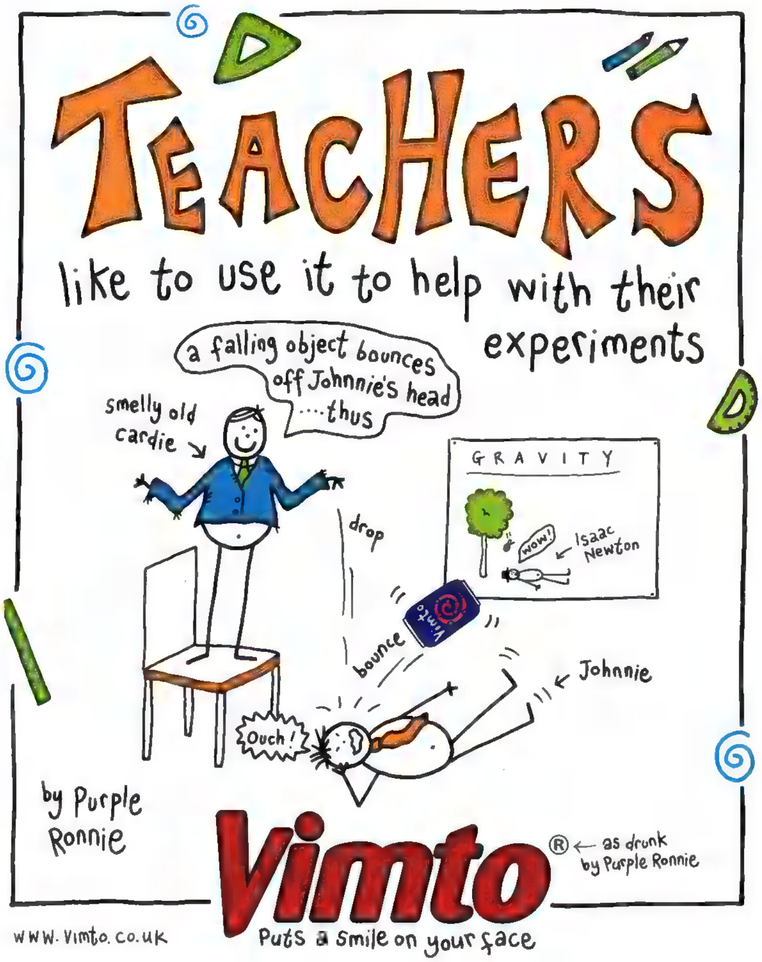
FROM:	Acclaim-Austin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
December		TBA

ANTICIPATION RATING

●●●●


TEACHERS
like to use it to help with their experiments
a falling object bounces off Johnnie's head ....thus
smelly old cardie
GRAVITY
WOW!
Isaac Newton
drop
bounce
Vimto
Ouch!
Johnnie
by Purple Ronnie
Vimto®
as drunk by Purple Ronnie
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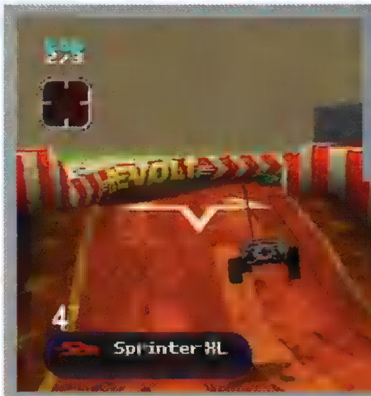
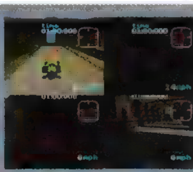




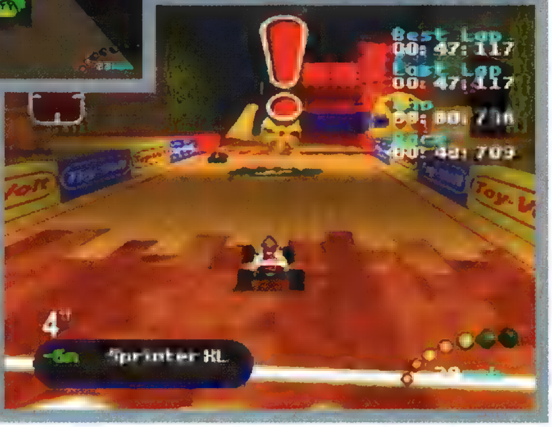
◁ Better than Micro Machines? Well...

The planetarium in the Museum track. ▷

▽ The stunt track has this brilliant loop.

△ Notice the fog in the distance. It's quite light though, and doesn't spoil the graphics.

△ Look! We made this. Our ultra-compact N64 track includes a real bit of tunnel action.



Re-Volt

First proper playtest of Acclaim's radio controlled racer!

With its release creeping ever closer, it was only a matter of time before we got to spend more than just a couple of minutes with Acclaim's ace radio controlled car-fest. And so it proved. This month, we played *Re-Volt* until the batteries ran out; and it's actually pretty nifty. Not faultless perhaps, but good, wholesome, old fashioned fun all the same. Yep, indeed.

The structure of the game is fairly similar to most racing games: three tracks are available to you from the outset, and through a process of bashing opponents out of the way, skidding round 90° corners, and coming in first, you gradually open up the final total of 14 different single-player courses (spread across seven separate graphical environments), and – incredibly – 28 different radio controlled cars, each with individual characteristics.

Like *Mario Kart*, there will be a stash of multiplayer options too, with battle arenas and mode-specific tracks. There will also be a host of different playing options including a tag mode not unlike *Turok 2*'s, where one player is 'it' and must try and tag one of the other players.

The most exciting feature must be the Track Editor, though, where you can create as many new courses as you want – saving them all onto controller pak. We spent a good few hours turning the Track Editor's huge black screen into a hyper-detailed O-shaped track, shoving U-shaped curves, tunnels, huge jumps and 90° corners into the bargain. And the results are top (not least because you know every single inch of the course before you've even begun, giving you a sneaky, but useful, advantage over your highly charged competitors).

Good news all round, then. We should have a review in **N64**/34.

▽ One of the Rovers from The Prisoner. I am not a number! (Yes, Martin – Ed.)

INFO BURST

RE-VOLT	
FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
October		TBA

ANTICIPATION RATING

●●●●○

Q & A

Seven worlds, is it?
Yep. And they're all set in real life locations.

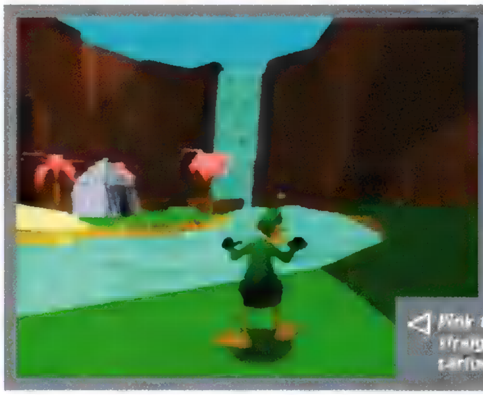
Sounds like *Micro Machines*.
Mmm, well, we can see why you might say that. But, it's actually pretty different to play. And, anyway, Micro Machines never featured Toy Shops, Museums, gangsta-packed Neighbourhoods, Supermarkets, the Botannical Gardens and the Wild West, did it?

Well, it had a garden...
Ah, but not a botannical garden. And it didn't have the Fleur de Lis Grand Prix either.

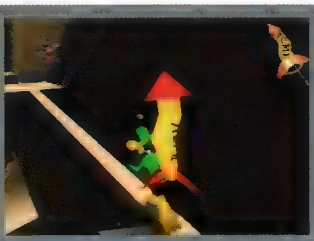
So, how do the 14 tracks equal out, then?
Well, with six worlds, that just about makes for two tracks per theme. But, in each world you're guaranteed a fairly simple opening track and an incredibly tricky second course, so as far as difficulty goes, the fairly slim 14 should actually make for plenty of longevity.

And at least you've got the Track Editor...
Right. And it's pretty darn fancy too. You start off with a huge black 'building area' (probably, oooooh, a 10x10 grid, we reckon), on which you can then place pieces of the course – everything from L-shaped corners to suspension-damaging bumps. Naturally, courses start out fairly small, but once you get used to which tiles do what, you can construct fantastically elaborate courses, save them out, then take them round to your mate's house. Great, eh?

Sounds it.
Oh, and you can also include the in-game power-ups in your track; things like oil slicks, fireworks, bombs, water balloons, turbo batteries, electro pulses, ball bearings and lightning.



Pink trees straight out of cartoon world.



Careful now. You don't want to be falling off here.

Jumping. Just one of Duck's many moves.

Can't be sure what's happening here but Duck looks a little stunned!

Duck Dodgers in the 24 1/2 Century

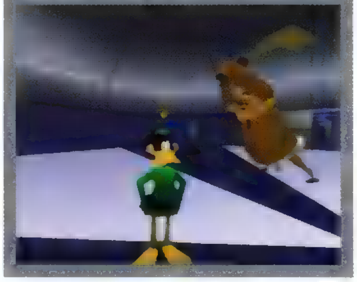
Is this – ha! – going to rock-et your world? (No – Ed) Oh.

Here's one: *Duck Dodgers* is being developed by Paradigm, the expert guys and gals behind the exceptional *F1 World Grand Prix*, *Pilotwings* and *Beetle Adventure Racing*. Which means that, with any sort of luck, this won't just be your average 3D adventure. Ooooooh, no.

Story-wise, the game takes its ideas straight from the cartoon of the same name – "a classic" we're reliably informed by Wil – and pits Duck Dodgers, Daffy's space helmeted alter ego, against Marvin the Martian, his famed nemesis with the John Major voice.

Rather unfortunately, Marvin has positioned several Alludium Phosdex atom collectors on different planets within the solar system leaving Duck Dodgers to work with Porky Pig in uncovering the atoms (dotted across 42 different levels) and saving the Universe. Gripping stuff, eh?

This looks like a level gatekeeper about to do Duck some damage.



A clever inclusion, and a super-important part of the gameplay, will be learning Duck's character traits and then using them to your advantage. What this means, then, is that different situations will trigger Duck's different moods and the player must learn to react to these accordingly. We'll find out how this works over the next few months... N

Q & A

Can we expect any other Looney Tunes characters, then?

Certainly. Each planet that Duck and Porky crash land on has a gatekeeper who'll be a familiar face from the Warner Bros cartoons.

Nice. Will Duck be 'tooled up'?

You mean, will he have any weapons? Well, yes, actually. He'll have a Disintegrator Pistol but just how useful that'll be will depend on where he is and who he's fighting. It's all tied into this character trait thing that Paradigm are trumpeting so confidently.

And he's got plenty of moves too?

At the moment Duck has 11 different moves – obviously he'll be able to jump around but he'll also be able to do things like climb ropes. Handy.

INFO BURST

DUCK DODGERS

FROM:	*Infogrames*
CART SIZE:	*128Mbit*
HOW MANY PLAYERS:	*1*
MEMORY PAK:	*Yes*
EXPANSION PAK:	*No*
RUMBLE PAK:	*Yes*
GB PAK:	*No*

WHEN'S IT OUT?

US	UK	Japan
February		*TBA*

ANTICIPATION RATING

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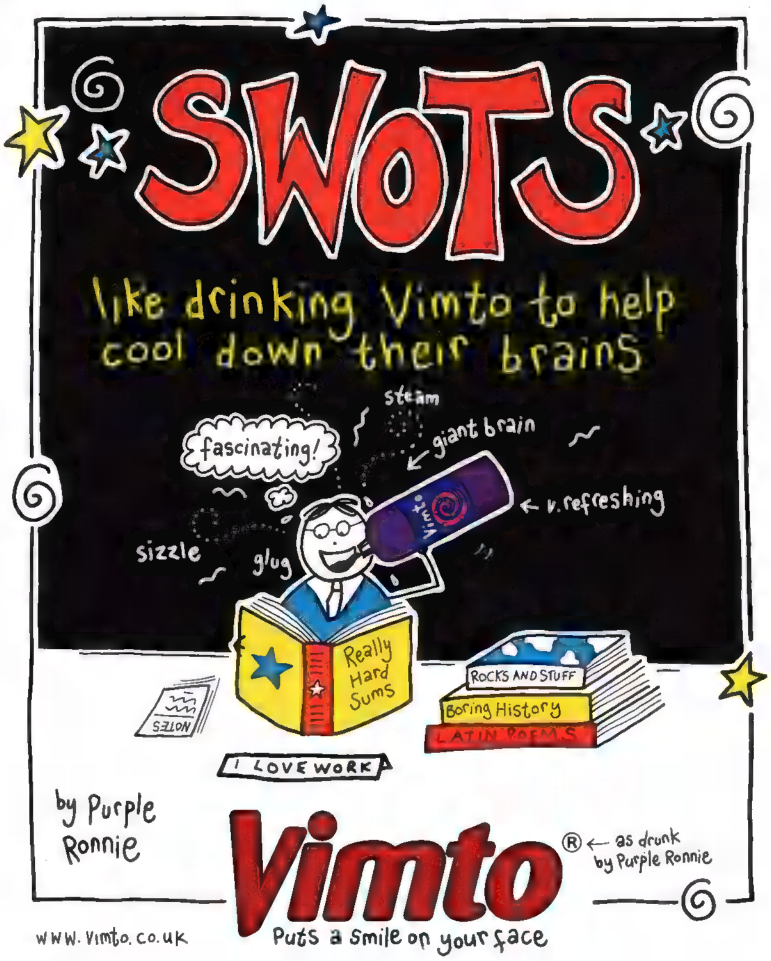
SWOTS
like drinking Vimto to help cool down their brains
steam
giant brain
fascinating!
v. refreshing
sizzle
glug
Vimto
Really Hard Sums
NOTES
ROCKS AND STUFF
Boring History
LATIN POEMS
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Q & A

How many tracks are we talking here?
We're talking 12: six stadium-based courses and six outdoor tracks. The stadium courses are more in line with traditional motorsport, with mainly oval shapes. But, the outdoor courses are where it gets really interesting, as you can drift from the set route. Of course, in the middle of a desert – which is where one of Excitebike's tracks is set – easily finding your way around might not be as simple as you first imagined.

Can you do tricks?
That's a big part of the game. In fact there are 32 tricks to uncover meaning Excitebike has some things in common with Nintendo's own 1080° Snowboarding.

And that's what wins you races, is it?
Nope. There's a separate Trick Mode like 1080°'s. What wins you races is coming in first on one of the 12 tracks. But, if you can pull off some tricks along the way, you're laughing.

12 tracks. That's not going to last long...
Ah, but a Track Editor will. Like Re-Volt, Excitebike comes complete with a grid system, that you can install pieces of course onto. There won't be as much variety as Acclaim's game, but you can guarantee one thing: jumps and plenty of them.

INFO BURST

EXCITEBIKE 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
December		TBA

ANTICIPATION RATING
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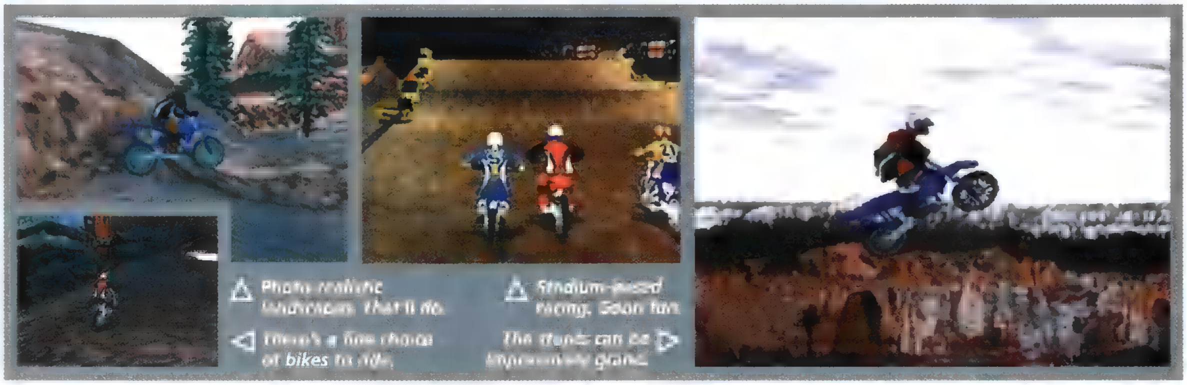


△ Photo-realistic landscapes. That'll do.

◁ There's a fine choice of bikes to ride.

△ Stadium-based racing. Soon fun.

The stunts can be impressively grand. ▷

Excitebike 64

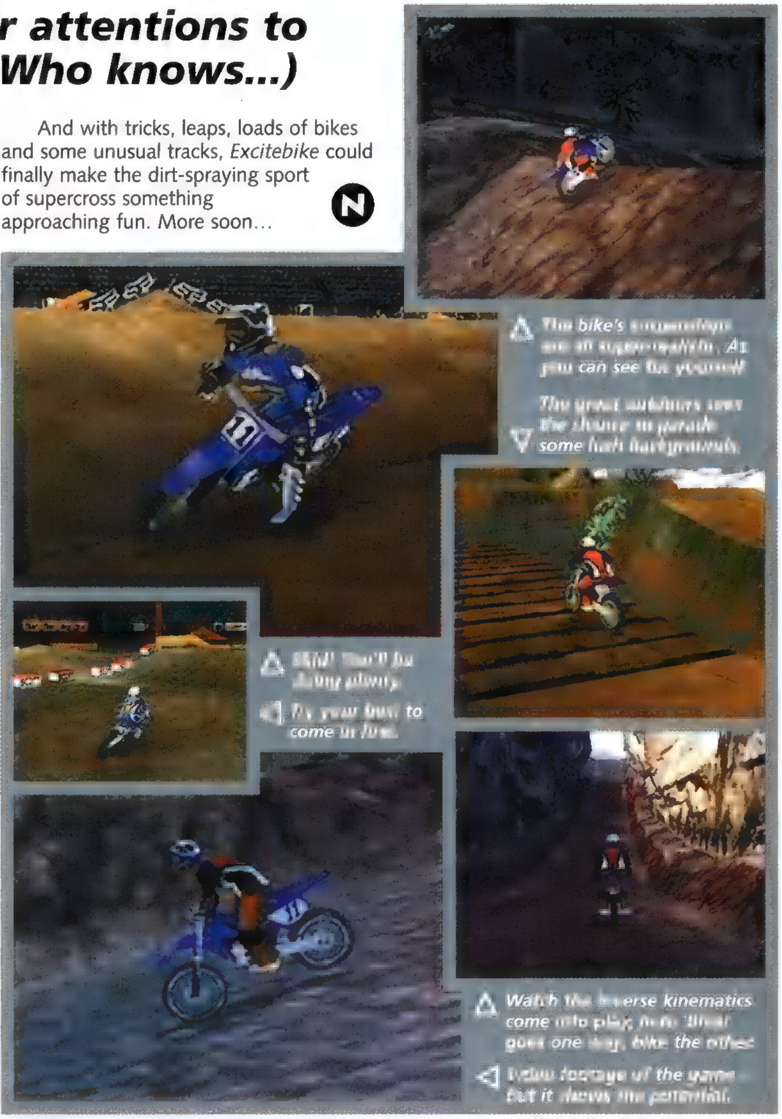
Nintendo turn their attentions to supercross! (Why? Who knows...)

Left Field, the developers behind the world's most entertaining basketball game (quite an achievement, we can tell you) and one of the lucky few to have already been handed Nintendo's Dolphin development kits, have finally released details of their next N64 project.

Excitebike 64 takes the formula laid down by the original *Excitebike* on the NES, and also incorporates bits and bobs from Acclaim's 3D *Jeremy McGrath Supercross* (coming out on the N64 before Christmas) and EA's *Supercross*. And the results are pretty impressive. Certainly at E3 a couple of months back, on-lookers were pleasantly surprised at the video footage of the game, not least because it made pelting around on a lawnmower look pretty ace.

Immediately noticeable are the superb photo-realistic landscapes (last seen to dazzling effect in the otherwise pretty hum-drum *Top Gear Overdrive*), with muddy hills rolling away around you and terrific cloud-scattered skies overhead. But, what's even more likely to turn heads is what Left Field have labelled the game's 'inverse kinematics'. All sounds a bit fluffy, but basically what this means is that the bike and rider both have different movement patterns. So, say you come a cropper on a bump, the bike's front wheels might jab right and then left, while you as the rider might fall forward, roll around a bit then fall off, hopefully avoiding being run over in the process. Might sound an obvious thing to include in the game, but surprisingly this system hasn't been incorporated into any other bike-riding sims before. Up until now, whichever way the bike goes is the way the bike *rider* has gone too.

And with tricks, leaps, loads of bikes and some unusual tracks, *Excitebike* could finally make the dirt-spraying sport of supercross something approaching fun. More soon...



△ The *bike's* suspensions are all super-realistic. As you can see for yourself.

The great outdoors sees the chance to parade some lush backgrounds. ▽

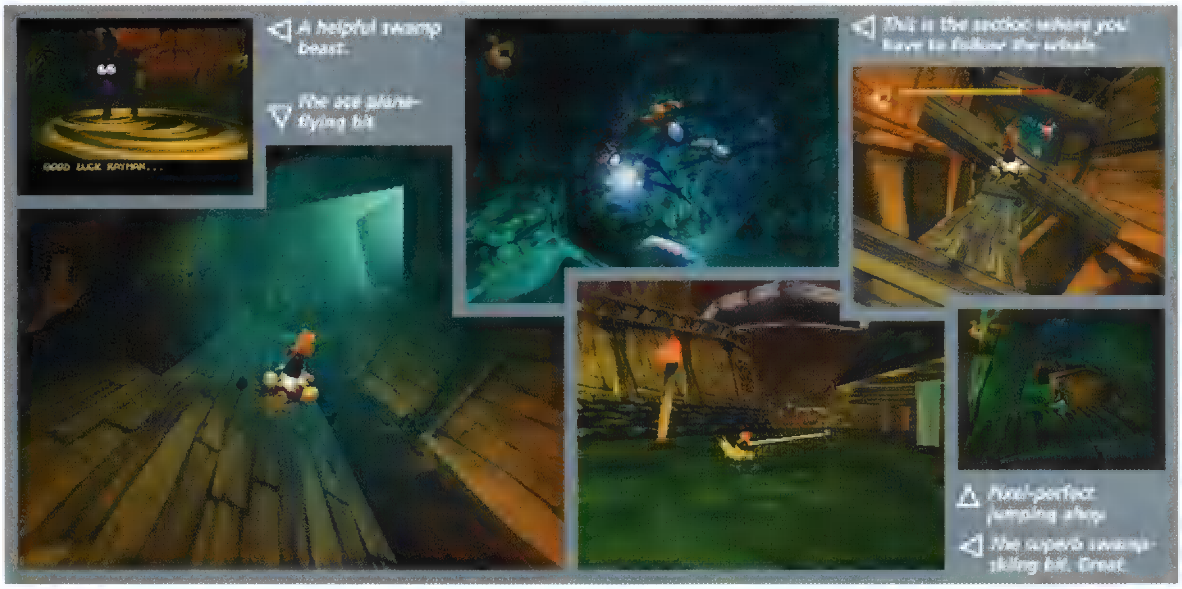
△ [illegible] You'll be doing plenty.

◁ Try your best to come in first.

△ *Watch the inverse kinematics come into play here. Rider goes one way, bike the other.*

◁ *Video footage of the game – but it shows the potential.*

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



A helpful swamp beast.

The ace plane-flying bit

This is the section where you have to follow the whale.

Pixel-perfect jumping ahoy.

The superb swamp-skiing bit. Great.

Rayman 2

Q & A

Rayman? Who he?
He's Ubi Soft's version of Mario – a mascot character who is incredibly popular in the company's native France. Huge, he is. Ginormous, even.

And he's been in games before this, has he?
Yep. On the Playstation and Saturn, actually. It was called – ahem – Rayman, and was a good-looking, if basic, platformer.

And Rayman 2 is the 3D sequel?
Uh-huh. It's shaping up quite nicely – although the camera needs a bit of work, which has always been a problem for anyone that isn't Nintendo or Rare. The game does have loads of cut scenes and Rayman himself is privy to loads of moves, though, so there's a lot going for it.

Rayman bounds onto the N64...

If *Rayman 2* has only one thing going for it, it's that it is conceivably the prettiest 3D platformer this side of *Banjo-Kazooie*. The design is great, the graphics are wonderfully colourful and stylised, and the game is currently running at a respectable speed.

Thankfully, though, graphics *aren't* all the game has got going for it, as Ubi Soft's latest is shaping up to be an entertaining companion piece to the all-conquering twosome of *Super Mario 64* and Rare's bear/bird duo, *Banjo-Kazooie*. That said, Ubi Soft have plainly realised that going up against those games is a daunting task, so *Rayman 2* is an altogether simpler, more action based affair, employing a far more linear route through the game. The version of the game we played held such delights as flying a small rocket through some surreally twisted rooms, a *Mario*-style swimming section where you have to follow a whale, and a fantastic swamp-skiing race where you're pulled by a sea monster. Nice.

You can strafe, which helps in combat.

Huge robot pirate fighting action. Yoiks!

INFO BURST

RAYMAN 2

FROM:	*Ubi Soft*
CART SIZE:	*128Mbit*
HOW MANY PLAYERS:	*1*
MEMORY PAK:	*Yes*
EXPANSION PAK:	*Yes*
RUMBLE PAK:	*Yes*
GB PAK:	*No*

WHEN'S IT OUT?

US	UK	JAPAN
September		*TBA*

ANTICIPATION RATING

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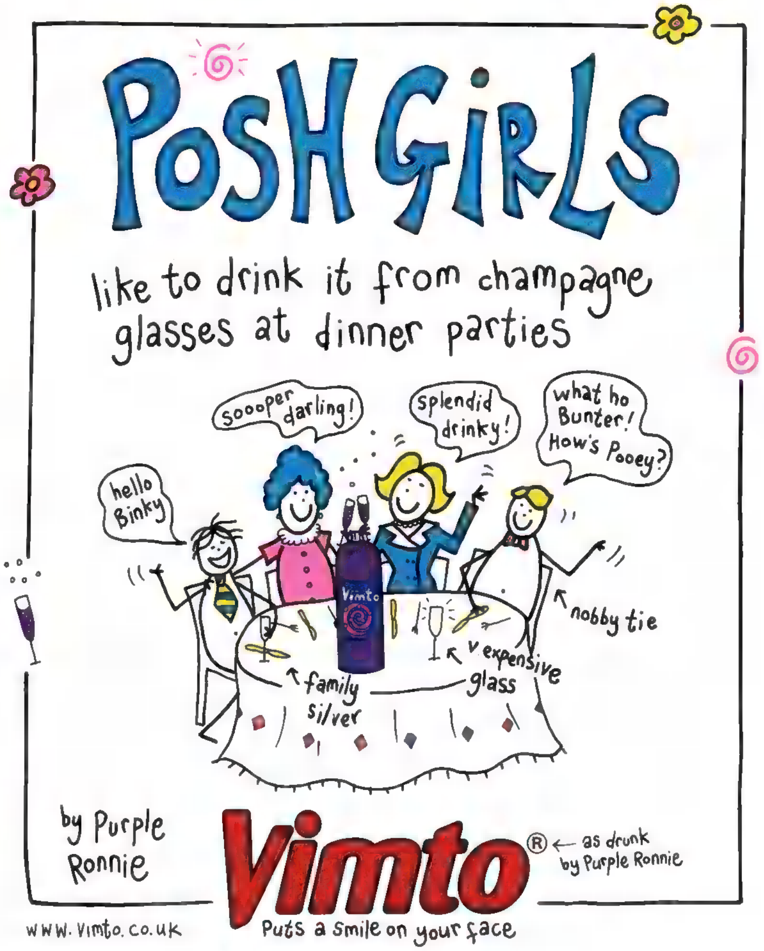

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Q & A

So this looks pretty good, then?
It certainly does. The environments are detailed and impressively colourful with some nice lighting effects. The character animation is also delightfully done. And, of course, it's all made to look even better by the unusually placed camera.

'Course Taz'll be spinning a lot too...
Of course. Obstacles that get in Taz's way, preventing him from delivering his mail and earning his crust, can expect to be obliterated by the freaky brown lump of fur.

How many levels are there?
There are five worlds, each made up of separate stages. Each level also has one or two secret stages which can only be accessed once certain areas have been opened. Other Looney Tunes characters act as level bosses and the environments are based around their character.

Wow. So, what next?
The long, long wait for Nintendo confirmation, we suppose. Of course, the game could just be a figment of someone's overactive imagination but, then, why would Nintendo include Kirby footage on the E3 video? There's a question.

2D platformer you reckon?
Mmm, looks like it. With 3D bonus levels.

Another *Yoshi's Story*, then?
Yoshi's Story was great, though! Not, perhaps, up to the standard of the exceptional Mazza or Banjo-Kazooie, but a top class platformer all the same.

So no chance of a proper 3D Kirby game?
Who knows? Maybe. The 2D formula hasn't been confirmed – that's just the way it looked on video – so a 3D Kirbster might still be on. It's all, annoyingly, a bit hush-hush at the mo.

Taz Express

Another Looney Tunes adventure comes to the N64!

We're all in a spin (*Sorry* – Ed) this month after finally getting the chance to play Infogrames' Looney Tunes game *Taz Express*. Although it was an incredibly early version of the 3D platformer, it was still looking promising with crisp graphics and a smooth framerate.

What was most suprising about the game, though, was the position of the camera; instead of sitting behind Taz, developers Zed Two – the people who brought us *Wetrix* – have positioned it much higher up, allowing for a perfect view of the surrounding scenery, which was superb. In fact, it was so good it could have been lifted straight from a Taz *cartoon*.

Unsurprisingly gameplay involves lots of running, jumping and spinning but while some levels have simple objectives – like safely delivering an ACME package – others are likely to be more complex. Add to that a whole host of other Looney Tunes characters – including Wile E Coyote and Marvin the Martian – and you've got a smart sounding 3D adventure.

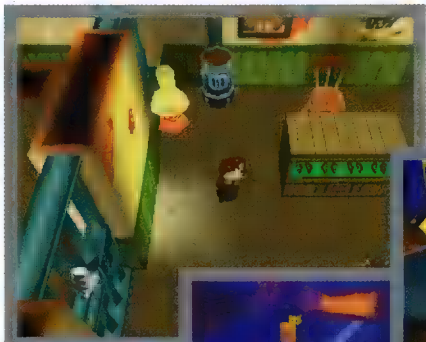
INFO BURST

TAZ EXPRESS	
FROM:	*Infogrames*
CART SIZE:	*128Mbit*
HOW MANY PLAYERS:	*1*
MEMORY PAK:	*Yes*
EXPANSION PAK:	*No*
RUMBLE PAK:	*Yes*
GB PAK:	*No*

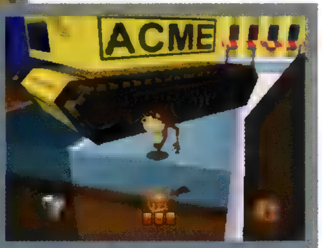
WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
February		*TBA*

ANTICIPATION RATING ●●●○○



△ An intelligently placed camera means no annoying probs.



△ Five worlds to work your way through. All with ACME stuff.

Kirby 64

What exactly is going on with Kirby 64?

Once confined to the scrap heap of gaming, *Kirby 64* – formerly known as *Kirby's Air Ride* – could now, mysteriously, be back on. There's been no confirmation from Nintendo themselves but a Kirby game appeared on their looped E3 video... and there's these new pics.

Yup, after contacting our insiders in Japan we managed to come up with these luscious pics of a game tentatively described as *Kirby 64*. Nintendo weren't available for comment, but we didn't need them to tell us what we already knew: that these screenshots point towards a secret *Yoshi's Story*-style 2D platformer. Other gameplay details are scarce but it also looks as though the game might possibly include some 3D bonus levels – a bit like SNES game *Kirby Deluxe*, which was basically a collection of eight different Kirby platform adventures.

Rumours persist that *Kirby 64* might even be a *completely* 3D game, in the style of *Mario 64*, but the E3 footage didn't point towards this with the Kirbster scuttling along sidewards across a 2D landscape. Whichever proves true, we'll have the first news soon...

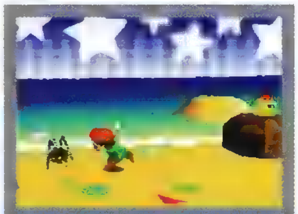
INFO BURST

KIRBY 64	
FROM:	*Nintendo*
CART SIZE:	*128Mbit*
HOW MANY PLAYERS:	*1*
MEMORY PAK:	*No*
EXPANSION PAK:	*No*
RUMBLE PAK:	*Yes*
GB PAK:	*No*

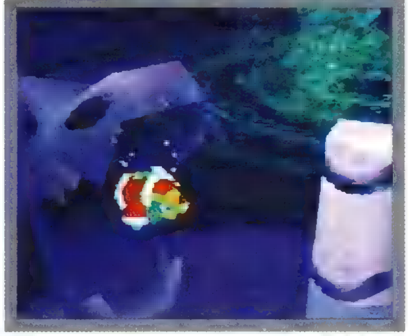
WHEN'S IT OUT?

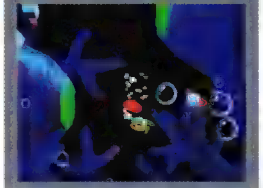
🇺🇸	🇬🇧	🇯🇵
TBA	*TBA*	*TBA*

ANTICIPATION RATING ●●●●○



△ These screens suggest loads of mini games. Interesting.





△ Looks a bit like Baby Mario. Mmm. Very odd.

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TECHNICAL DATA

Speed: 600mph+
Opponents: 21+
Worlds: 8
Levels: 21
Thrills: Limitless

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THE WHITEC

ALWAYS FIRST WITH NEWS OF HIDEOUS MURDERERS

NEW! Exclusive N64 Shadow

SHADOWMAN

Editorial

It's been a rum old month, and no mistake. Mr Guy Miller, Creative Director on *Shadowman*, has been unable to provide our friends at **N64** Magazine with his usual arcane scribblings this month. Thankfully, Mr Simon Phipps, Senior Designer at Acclaim, has been able to step in at the last minute in the absence of his gentlemanly compatriot.

And the reasons for this? Nobody knows. Perhaps least of all, Mr Miller himself. Something terrible must have happened as he was browsing through the Miskatonic University library, as he now resides alongside poor Mr Scragmore in the Asylum. We hope he recovers soon, especially as his speech has become unrecognisable, save for a few nonsensical words. Just who is 'Yog Sothoth', anyway?

One thing we do know, though, is that *Shadowman* is going to be frighteningly good. And we hope to bring you a world exclusive review next month. Until then, enjoy the latest instalment of our *Shadowman* diary – direct from Acclaim themselves.

Henry Heppelwhite, Editor

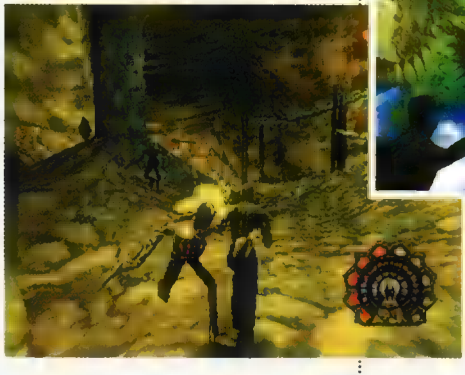
The end is near...

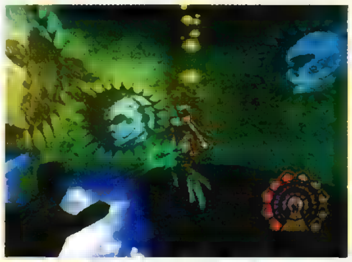
Reports of my associate Mr Guy Miller's death are greatly exaggerated.

Indeed he is very much alive and well, and I am assured by all at the Sanatorium that they may soon be able to start reducing the voltage. In his absence therefore, the task of attending to this journal has fallen to I, Simon Phipps, his partner-in-crime, if you will. I am also the Senior Designer of *Shadowman*. To, perhaps, explain our terrifying partnership, if Mr Miller is the one that orchestrates this insanity, then I am the conductor, the brass section and the man with the flugelhorn brought in for those special Alpine numbers. It is I that have laboured these past 27 months channelling his insanity and blending it with my own, to bring it to form. And then spending many hours dotting the i's, cross-referencing, double-checking and poking things...

...many little, tiny things...

...all alone in the dark...





△ A grisly Deadside resident makes an egregious error.

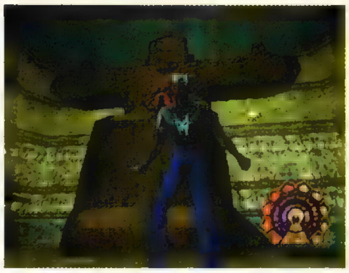
◁ Zombies, brought back from the dead with forbidden knowledge.

...And now, at the end of the project, I must pack away the piles and piles of schematics, designs, flowcharts, structural diagrams and documents that I have toiled over for many an hour. With the project nearing completion they no longer serve a purpose. So I find it some small comfort that before they are consigned to the Abyss that I may share some of their secrets with you...

...Witness then, the plans to the Temple of Prophecy, from which the Shadow Man must claim the Gad Marcher...

...its four idols – Anima, Animus, Trickster and the God, representing the faces of Prophecy (and a decent gameplay challenge too)...

...And here – the Retractor Chapel – storehouse to the dread keys of infinity...



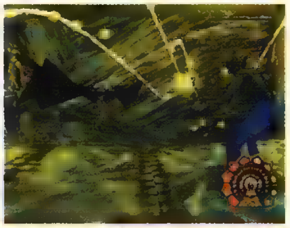
△ One of the idols from within the Temple of Prophecy.

HAPEL TIMES

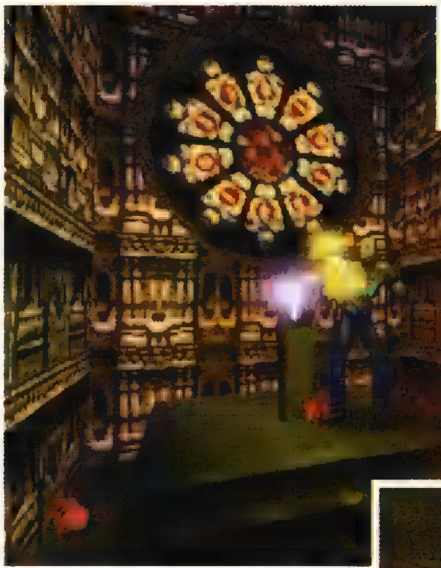
FINAL EDITION!

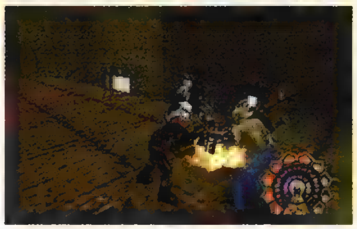
man shots Exclusive interviews!

Shadowman will truly be a sight for sore eyes. Look at these effects. ▷



▽ Down in the Asylum... deep, deep, down... inside the Retractor Chapel.





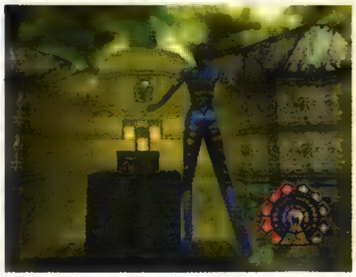
△ Our hero, surrounded – and outnumbered – by villains.

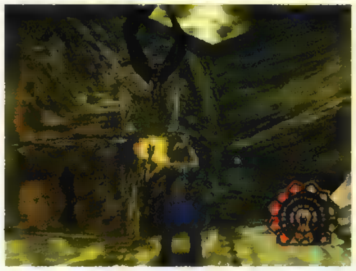
...But be warned...

...An over-intensive study of these designs may send you insane...

...after all, who should know that better than I?

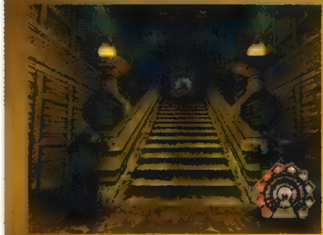
▽ One of the Sisters, who're Deadside-bound wraith creatures.





△ Some more unpleasant beasts from the depths of Deadside.

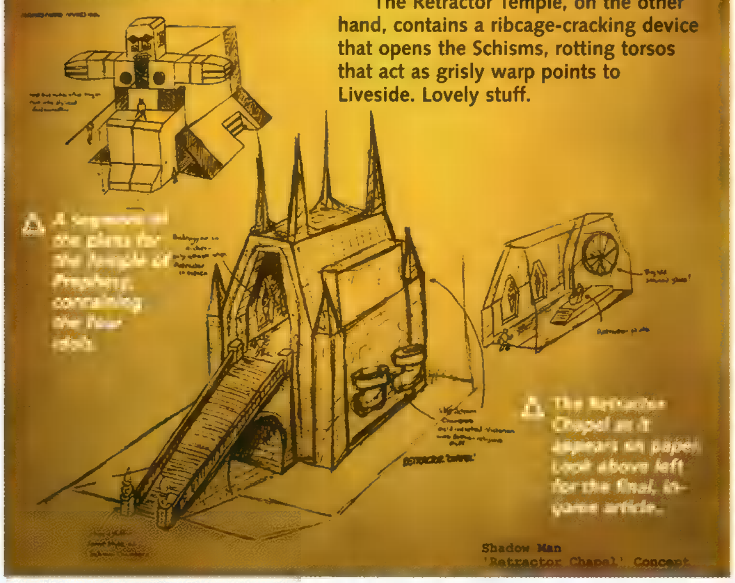
DESIGNS ON TERROR



△ The stairway in the grim and foreboding Retractor Chapel.

Helpfully – and, naturally, exclusively – Mr Phipps sent us these schematics of the Temple of Prophecy and the Retractor Chapel, which we now present for your pleasure. The Temple of Prophecy is one of the Gad Temples, wherein magical tattoos are burned into Shadowman's body, granting him certain abilities. Specifically, in this case, the Gad Marcher – which allows our dark hero to traverse red hot lava without a so much as a singe.

The Retractor Temple, on the other hand, contains a ribcage-cracking device that opens the Schisms, rotting torsos that act as grisly warp points to Liveside. Lovely stuff.



△ A segment of the plans for the Temple of Prophecy, containing the four idols.

△ The Retractor Chapel as it appears on paper. Look above left for the final, in-game article.

NEXT MONTH

Shadowman – THE REVIEW!

GO! GO! ▷

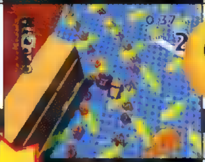
PLANET 64 INFORMATION station

chart updates ● release list

most wanted ● most played

Planet 64 Information Station is your one-stop spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart



1	**Star Wars Episode 1: Racer** (NEW!)	LucasArts/Nintendo	Released: 6/99	↑ New entry	N64 Issue 30 88%
2	**FIFA '99**	EA	Released: 3/99	↑ Last month's chart position – 3	N64 Issue 26 83%
3	**Star Wars Rogue Squadron**	LucasArts/Nintendo	Released: 2/99	↑ Last month's chart position – 4	N64 Issue 25 85%
4	**The Legend of Zelda 64**	Nintendo	Released: 12/98	↑ Last month's chart position – 6	N64 Issue 24 98%
5	**Castlevania**	Konami	Released: [illegible]	↓ Last month's chart position – 1	N64 Issue 27 82%
6	**Mario Party**	Nintendo	Released: 2/99	↓ Last month's chart position – 2	N64 Issue 27 85%
7	**Mario Kart**	Nintendo	Released: 7/97	↑ Re-entry	N64 Issue 4 91%
8	**Vigilante 8**	Activision	Released: 4/99	↓ Last month's chart position – 7	N64 Issue 28 74%
9	**Micro Machines 64 Turbo**	Codemasters	Released: 4/99	↓ Last month's chart position – [illegible]	N64 Issue 25 86%
10	**All Star Baseball 2000** (NEW!)	Acclaim	Released: 4/99	↑ New entry	N64 Issue 28 80%

Top 5 Import chart

Source: CA Games (0141 334 3901)

1	**Superman**	Titus • ACT	N64 Issue 31 – 14%
2	**Fighting Force**	Eidos • FGT	N64 Issue 31 – 26%
3	**A Bug's Life**	Activision • ACT	N64 Issue 32 • 43%
4	**Smash Bros**	Nintendo • ACT	N64 Issue 26 – 90%
5	**All Star Baseball 2000**	Acclaim • SPT	N64 Issue 28 – 80%

N64 5 Most played

	Game	Publisher	Genre	N64
1	**Premier Manager 64**	Gremlin	SPT	Issue 31 • 88%
2	**Star Wars Episode 1: Racer**	Nintendo	ACT	Issue 30 • 88%
3	**FIFA '99**	EA	SPT	Issue 26 • 83%
4	**Mario Golf**	Nintendo	SPT	Issue • 90%
5	**Smash Bros**	Nintendo	FGT	Issue 26 • 90%

5 Most wanted

	Game	Publisher	Genre	Release
1	**Perfect Dark**	Rare/Nintendo	ACT	UK: December USA: December
2	**Shadowman**	Acclaim	ACT	UK: Sept 1st US: Sept 1st
3	**Donkey Kong 64**	Rare	ACT	US: November UK: November
4	**Jet Force Gemini**	Rare/Nintendo	ACT	UK: August 31st USA: August 31st
5	**Banjo-Tooie**	Rare/Nintendo	ACT	UK: TBA USA: TBA

Readers 5 Most played

	Game	Publisher	Genre	N64	Score
1	**FIFA '99**	EA	[illegible]	Issue 26	83%
2	**GoldenEye**	[illegible]	[illegible]	Issue 9	94%
3	**Zelda 64**	[illegible]	[illegible]	Issue 25	98%
4	**Star Wars: Rogue Squadron**	[illegible]	[illegible]	Issue 25	85%
5	**WCW/NWO Revenge**	[illegible]	[illegible]	Issue 22	75%

5 Most wanted

	Game	Publisher	Genre	Release
1	**Perfect Dark**	[illegible]	[illegible]	UK: Late '99 USA: Late '99
2	**Donkey Kong 64**	[illegible]	[illegible]	US: November UK: November
3	**Smash Bros**	[illegible]	[illegible]	UK: Out Now USA: Out Now
4	**Shadowman**	[illegible]	[illegible]	UK: Sept USA: Sept
5	**WWF Attitude**	[illegible]	[illegible]	UK: July USA: July

GAME

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5. This voucher is only valid from 12th July 1999 to 6th August 1999.

VALID FROM 12TH JULY TO 6TH AUGUST 1999

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
July			
A Bug's Life	Activision	ACT	UK
Carmageddon 2	Interplay	ACT	UK
F1 World Grand Prix 2	Video Sys.	SIM	UK
Fighting Force	Crave	FGT	US
Hybrid Heaven	Konami	ACT	JPN
Premier Manager 64	Gremlin	SPT	UK
Quake II	Activision	SHT	US/UK
Roadsters '99	Titus	RAC	UK
Shadowgate 64	Kemco	RPG	UK
Superman	Titus	ACT	UK
World Driver Championship	Boss Games	RAC	UK
August			
Gex: Deep Cover Gecko	GT	RAC	UK
Jet Force Gemini	Rare	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
WWF Attitude	Acclaim	ACT	US/UK
September			
Hybrid Heaven	Konami	ACT	UK
Michael Owen's Soccer '99	T•HQ	SPT	UK
Monster Truck Madness	Rockstar	RAC	US
Shadowman	Acclaim	ACT	US/UK
1999/TBA			
3Sixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	UK
Command and Conquer	EA	STG	US
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
DethKarz	GT Interactive	RAC	US
Donkey Kong 64	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Duck Dodgers/3rd Dementia	Infogrames	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier 2001	Video System	SIM	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype the Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Gauntlet Legends	GT	ACT	US/UK
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Metroid 64	Nintendo	ACT	JPN
Mini Racers	Nintendo	RAC	US
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL QuarterBack Club 2000	Acclaim	SPT	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Perfect Dark	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Premier League Game	EA	SPT	UK
Rainbow Six	Red Storm	ACT	UK
Rat Attack	Mindscape	ACT	UK
Rayman 2	Ubi Soft	ACT	US
Ready 2 Rumble	Midway	SPT	US
Resident Evil 2	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Ridge Racer 64	Namco	RAC	ALL
Riqa	Nintendo	ACT	US
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Rugrats	T•HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Smash Bros.	Nintendo	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Super Mario 64 2*	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tasmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 2	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok: Rage Wars	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes! *And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.*

LAST MONTH'S WINNER [illegible]

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	*My five most wanted games are:*

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Game wanted ……………………………………

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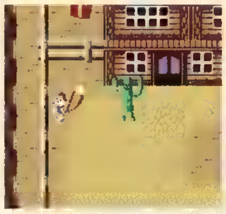
N64 presents

planet GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

THE BIG REVIEWS THIS ISSUE!



CONKER

page 42 Rare's squirrel adventure finally arrives – and it's great!

010850 151 020000
HIGH
LOW

SPY HUNTER

page 44 Midway retro chic.

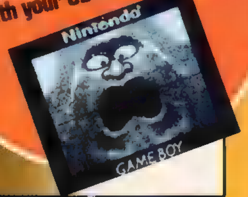
NEWS Guess who's joining the GB party... Shock news inside!

Game Boy art – celebrity customised consoles! Plus...

WIN!

Get your own original GB design manufactured and sold by Nintendo!

WIN! A BRAND NEW GAME with your GB camera pics



PLUS!

DOCTOR GB CARD

PIRACY

Arr, Jim lad. There be dodgy folk flogging knocked off carts. Exposed!

ISSUE 6
August 1999

planet GAME BOY

CONTENTS

Welcome to Planet Game Boy

Notice the difference this month? Planet Game Boy has gained a few extra pages, but never mind the width – just feel the quality. Flip to page 42, where you'll find Rare's very own Mr Nutz, finally finished after a delay of *Zelda* proportions. It's top stuff too, and you'll notice that we've given it a whole two pages – something we'll be doing with all the biggest GB titles in future.

As more developers begin to get to grips with the GB Color's new hardware, we'll be seeing more of the calibre of software we've got this month. From *Bust-a-Move 4* to *Lucky Luke*, not to mention *Spy Hunter* and the immensely promising *Revelations*, we Game Boy owners are in the happy position of having more top software than we can possibly play.

That's why Planet GB is here. To sort the great and good from the rank and stainy; to ensure that money best spent on *Mario Deluxe* or *Conker's Pocket Tales* is never again wasted on an *Oddworld* or a *Bug's Life*; to explore the stranger side of the world's favourite console, and to bring it to you every month in the UK's best selling games mag.

Martin Kitts, Editor

planet GAME BOY
Planet Game Boy, N64 Magazine,
30 Monmouth Street, Bath,
BA1 2BW.
Issue 6, August 1999
Editor: Martin Kitts
Contributors: Tim Weaver, Wil
Overton, Andrea Ball, Justin
Webb, Paul Edwards, Pete Travers

ART OF BOYS

Win!!! Your own design made into a limited edition GB!

PAGE 38

PREVIEWS

Top titles coming soon.

STARTS ON PAGE 40

GAME BOY UNDERWORLD

Hoisting the Jolly Roger, we head undercover into the GB's dark side.

PAGE 46

REVIEWS

Guess who's finally here… Plus reviews of *Bust-a-Move 4* and *Lucky Luke*.

STARTS ON PAGE 42

TIPS AND SCORES

Mario and *MK4* on the same page? It can only be tips.

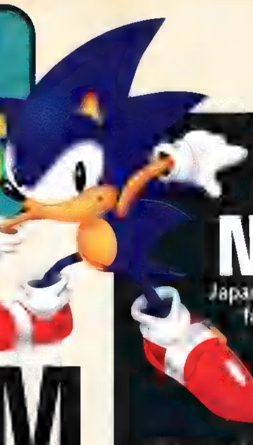
PAGE 48

GAME BOY GALLERY

Nintendo
GAME BOY
Nintendo
GAME BOY

Top quality freakage right here!

PAGE 50

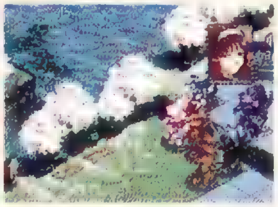


SEGA JOIN DREAM TEAM

Well here's a surprise: Sega, former arch rivals of the Big N, are developing Game Boy software. With Nintendo's handheld having thoroughly seen off the challenge of the Game Gear, which was discontinued in 1995 after a brief period of success in the early '90s, Sega are now free to start producing software for other portable systems. As far as we can recall, it's actually the first time a major console manufacturer has started making games for a competitor's machine.

Naturally it all comes down to profit, with Sega in need of hard cash to push the next phase of the Dreamcast's development. We're unlikely to see Sega's mascot, Sonic, on a Nintendo machine in the foreseeable future, but the first title confirmed is *Sakura Taisen*, a hugely popular Saturn RPG in Japan. The game is still highly regarded among RPG connoisseurs, and the good news is that the Game Boy adaptation is due out next March, with an English translation set to follow shortly afterwards.

That's all on the condition that Sega receive a Nintendo developer's license – Sega are particularly keen to enable the GB *Sakura Taisen* to link up with a Dreamcast version (the cheek) but we reckon the deal will go through. Here's to some top RPGs and arcade conversions!



△ *The original Saturn game. Just how close will the GB version be?*

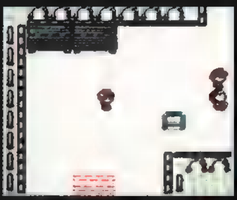
PIKA VS MICKEY?

Nintendo's latest ambitious project could see the Japanese games giant facing off against Disney, as a competitor in the theme park market. Well perhaps it's not on quite the same sort of scale as Disneyland, but the proposed Pokémon theme park in Kyoto sounds like an essential holiday destination for Nintendo fans. It will be a showcase for rides based on games such as *Pokemon Snap*, with brand new videogames and actors dressed as the most popular Nintendo characters. Sega are the only other games company currently involved in this sort of thing, and Nintendo would dearly love to join them, assuming some kind of deal can be worked out with the local Japanese authorities. Fingers crossed, then.

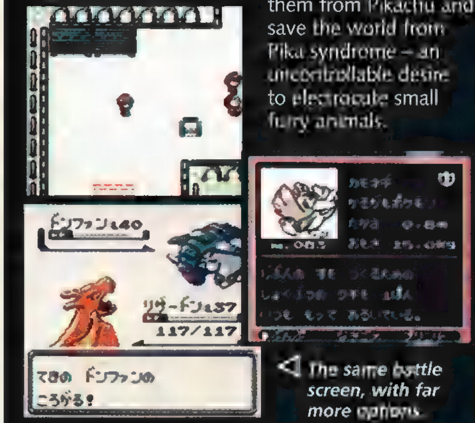
POKÉMON GOLD DELAYED

While we wait ever so patiently for *Pokemon Red/Blue* in this country, gamers in Japan have been frustrated by the latest delay to the sequels, *Pocket Monsters Gold/Silver*. The enhanced colour carts have been put back until September, almost a year after they were supposed to be released.

From what we've seen of them though, they look superb. There are 250 monsters, and you can import your creatures from the older versions, so you won't have to wave goodbye to your trusty old Snorlax. Some maxed-out monsters will even evolve further in the new cart, creating previously unseen variations. The Pokedex has been upgraded too, with monster gender among the many new stats. Will the beasties be able to breed? Hmm. *Pocket Monsters Gold/Silver* will also have a new mascot, possibly several. The new monsters, such as Mariru, are being used to promote the games, to distinguish them from Pikachu and the old guard, and to save the world from Pika syndrome – an uncontrollable desire to electrocute small furry animals.



△ *Once again there are roaming trainers to battle with. Nice.*



◁ *The same battle screen, with far more options.*

GREY PIKACHU

Nintendo might be a bit slack when it comes to getting a certain red hot game out over here, but our friends at CA Games recently informed us of some news that might put a rocket up the backsides of those marketing people. In just one week, they sold 140 imported copies of *Pokemon*.

That's one independent games store, one city and seven days. Multiply that by the number of other importers around the country selling the excellent Pokemon, and that adds up to a hefty grey market, and massive interest in the game when it finally gets an official release in October.

CA Games also sell stacks of cool Pokemon toys and goodies that you won't see in most UK shops, official or otherwise. Why not give them a call on **0141 334 3901** to find out more.

ART OF BOYS

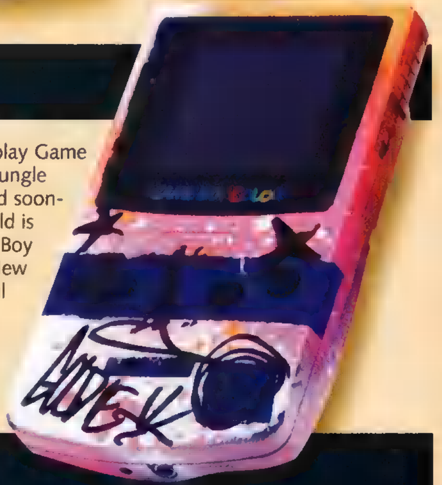
Bid for a genuine celebrity GB, or get your own design manufactured by Nintendo!

With the Game Boy phenomenon stronger today than it has ever been (current estimates suggest around 79 million units sold, including 14 million Color models), it's nice to see the art community celebrating the success of the world's favourite console.

The seven designs on these pages were all produced as part of a collaboration between Nintendo and Dancesite, the music web page. They're on display on the Internet at www.dancesite.com, and at Soho's Hit & Run store in Upper James Street, and you can actually own one of them for yourself. They're all up for grabs in an online auction, with the proceeds going to a leading children's charity. The closing date for bids is July 24, unfortunately, so hurry along to Dancesite if you've got a fair bit of spare cash and you'd like to spend it on a one-off, playable work of art.

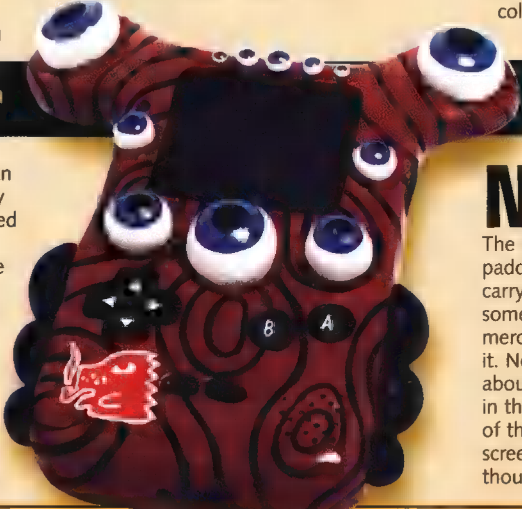
And even if you can't afford the real thing, you could get your own design made into a genuine limited edition GB by Nintendo if you enter our fantastic competition.

Goldie



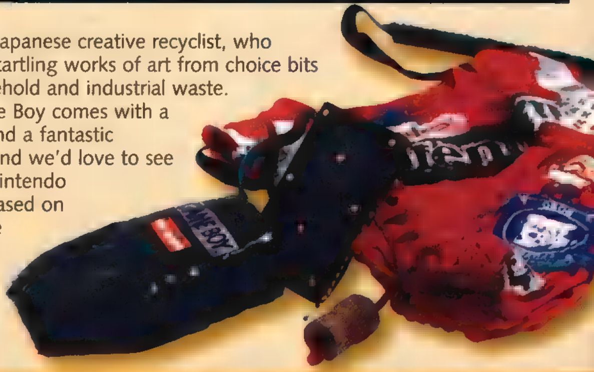
Even the severely famous play Game Boy, y'know. Goldie, the jungle superstar, graffiti artist and soon-to-be Bond villain (in The World is not Enough) turned his Game Boy into a miniature version of a New York subway train. The tasteful pink and blue paint job is adorned with the man's signature, ensuring instant collector's item status.

Pete Fowler



Pete Fowler was the man responsible for a highly controversial drug-based Fabergé ad campaign, earning himself considerable notoriety. His customised Game Boy treads safer ground, and we at **N64** absolutely adore it. The eyes, in particular are guaranteed to induce outstanding nightmares after a late night session playing *Tetris*.

Noki



Noki is a Japanese creative recyclist, who makes startling works of art from choice bits of household and industrial waste. The Noki Game Boy comes with a padded case and a fantastic carrying bag, and we'd love to see some official Nintendo merchandise based on it. Not too sure about the spot in the middle of the screen, though.

Stash

According to his press blurb, Stash is a '90s graffiti innovator, partner to Futura and half of New York's 'street design' house Project Dragon. He's the one behind the neat, stencilled designed on this white Game Boy. Cool and understated.

Pablo Chappell

Pablo is the 'technical master craftsman' from the Dyson team who created two of the designs here. The handcuffs are ideal for those who keep forgetting where they left their Game Boy, and the wing mirrors mean you can stare sneakily at the people in the seat behind you on the train.

Inflate

You've probably seen some of Inflate's work before, or at least stuff influenced by it – from inflatable beanbags to rubber chairs, and the like. This plastic blow-up Game Boy sheath is based on an old arcade machine, which is appropriate since the GB Color is the new home of retro arcade conversions. It will also protect the machine inside from knocks and bumps, although actually pressing the buttons might prove a little tricky.

Futura

Having adorned many a public edifice and subway train with his own brand of street art, Futura turned his hand, and not inconsiderable talent, to decorating Nintendo hardware. This speckled Game Boy is the result of his labour, and, if you've got the cash, it could be yours to own.

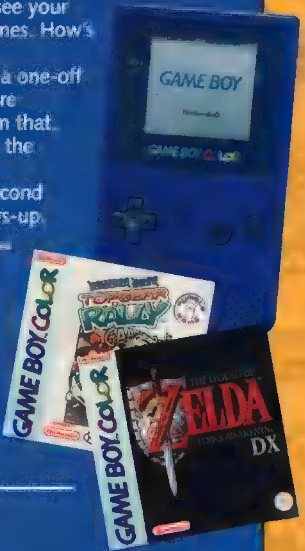
COMPETITION!

Design a real, limited edition Game Boy!

Think you can come up with something as good as these? Design a custom GB of your own and you could see your artwork adorning a series of limited edition machines. How's that for a deal?

The best design we receive will be made into a one-off machine and entered into the national finals, where Nintendo's team of experts will judge it. If you win that, then *your* design will be in selected shops all over the country this Christmas.

Plus there's a GB Color and a game for the second placed entry, and games for the next three runners-up.



THE PRIZES

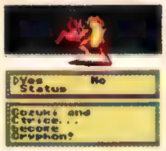
1st prize: Customised Game Boy, built to your design, plus entry to the national finals.
2nd prize: A Game Boy Color to customise yourself, plus a game.
3rd, 4th & 5th prizes: A new GB game.

How to enter

You'll be up against would-be Game Boy designers from across the country, so the competition will be tough. There's no telling how the voting will go in the finals, but we'd hazard a guess that 2D stuff like the Goldie GB has the best chance of getting mass produced. Don't take our word for it though. Go your own way – you're free to use paint, clay, bits of rubbish, or any other materials.

Your creations must reach us by the 16th August. We'll print details of the winners in the November issue (**N64**/34) on sale on the 7th October. Send your creations to:

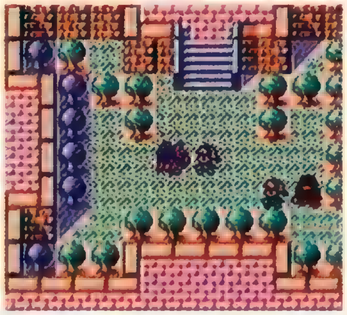
Designer GB,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.


▷Yes No
Status

Gozuki and
Ctrice...
become
Gryphon?

A bit of monster-in-courtyard action happening here.

So that's how you make a Gryphon. Useful, very useful.



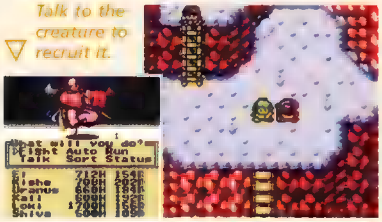
Revelations: The Demon Slayer

From: Atlus **Link-up:** Yes **Colour:** Yes **Out:** July (US)

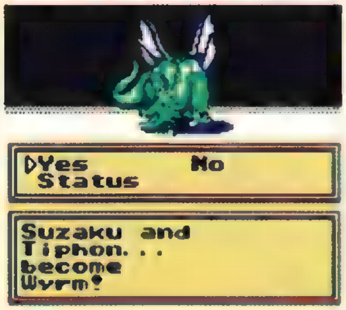
This looks excellent. Atlus is a software house with a more-than-respectable reputation in the RPG field, and its latest Game Boy production is *Revelations: The Demon Slayer.*

The game borrows elements from Squaresoft's *Final Fantasy Legends* series, combining them with a heavy dose of Pokémon to form a playing experience that's a happy halfway-house between trading, battling and exploration. The plot involves inhabitants of a distant planet searching for a magical force known as Gaia. To prevent it from falling into the wrong hands, you have to gather an army of monsters to help you.

Talk to the creature to recruit it.



This looks very much like Pokemon in this cave scene. An influence for sure.


▷Yes No
Status

Suzaku and
Tiphon...
become
Wyrm?

Cross-breed the monsters to create scary new species.

Rather than capturing the wild monsters like in Pokémon, you have to persuade them to join you by talking to them. If you say the right things, you'll be joined by one of 100 different breeds of creature. Say the wrong thing, and they'll attack you. The only way to get all the monsters is by breeding them with one another and you can pit your creatures against your friend's creations using the link cable. There are even more types of weapons, armour and magical items to find than there are creatures, making for a (hopefully) lasting quest.

It's available on import from mid-July, and we'll have an in-depth look at Atlus' latest in a month (or two).

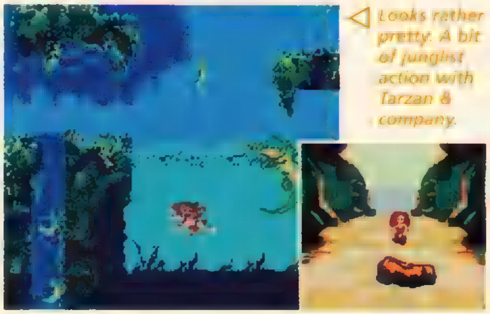
Disney's Tarzan

From: Activision **Link-up:** No **Colour:** Yes **Out:** August

Released to coincide with Disney's next animated blockbuster, *Tarzan*, Activision's game of the movie, should satisfy vine swingers and monkey howlers everywhere.

We haven't had a chance to see anything of the game other than the press release blurb and pictures, but it sounds quite promising. There will be 15 levels of jungle platform action, although Disney's secrecy over the movie plot details means that any surprise levels will remain that way, at least until the trailers start appearing in your local flea pit.

There will be different characters to control – presumably the Lord of the Jungle's monkey sidekick, a few other animal buddies, the odd elephant, and his faithful female companion. Keep an ear close to the jungle drums for Disney's *Tarzan* later on this year.



Looks rather pretty. A bit of junglist action with Tarzan & company.

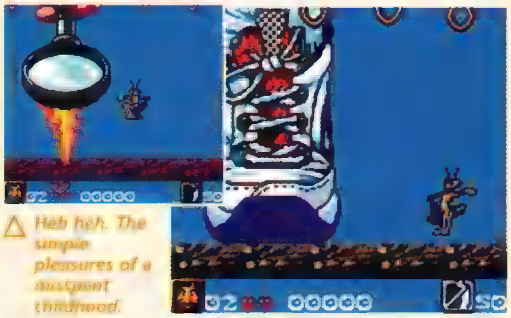
Some kind of 3D stage, or part of a story screen?

Antz

From: Infogrames **Link-up:** No **Colour:** Yes **Out:** Autumn

Another big name from the prolific Infogrames, *Antz* should, under no circumstances, be confused with the shambling *A Bug's Life*. It's similar sort of film, but quite a few leagues apart on the Game Boy food chain.

Antz features some typically outstanding graphics, so we were surprised to learn that the game is set to be compatible with older Game Boys. As for the gameplay, you can expect the same kind of classy platform action seen in *Looney Tunes*, except with assorted giant hazards and a swarm of ants instead of Porky, Daffy, and the evil Tweety. The famous voice-over actors won't make it to the GB, though, but that's no great loss. The last thing anyone wants on their Game Boy (apart from Tweety) is a virtual Woody Allen.



Heh heh. The simple pleasures of a misspent childhood.

Whoa! A near miss for the little ant bloke. The moral here? Don't get in the path of a jogger!

NHL Blades of Steel

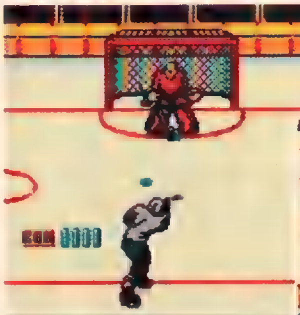
From: Konami **Link-up:** Yes **Colour:** Only **Out:** Autumn

There are loads of ice hockey games on the N64, but none so far for the GB Color. The good folk at Konami are set to redress the balance, though, with their comprehensive new *Blades of Steel* hockey title.

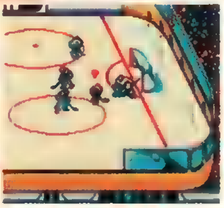
With no direct competition, Konami are setting the standard for others to follow. *Blades of Steel* features a player creation mode, enhanced graphics (it will only work on a colour machine), on-cart save slots, a practice arena for trying out scoring tactics, real player names, and a two-player link mode in which you can brawl against a friend. The action is fast and furious, arcade-style, making high scores commonplace, and the bold graphics show up well on the GB screen. Hopefully the puck will be a bit more obvious than it is in these pics, though.

Ice hockey is a minority sport over here (unlike in America), but it tends to translate into a videogame very well. Whether *Blades of Steel* will prove to be a cut above the likes of *NBA Jam* remains to be seen, but we're absolutely certain that it won't turn out to be another *NFL Blitz* travesty.

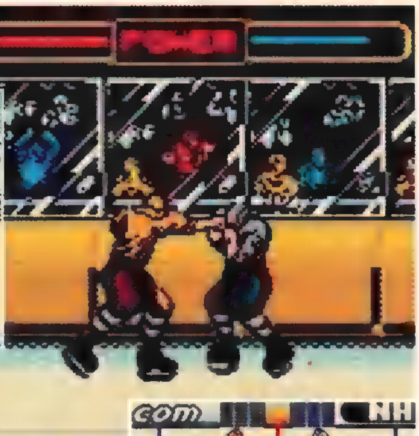
▽ Not much to aim at. Go for his face and hopefully he'll duck.

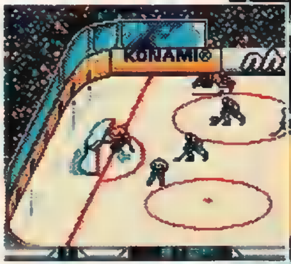


▽ See if you can spot the puck? Nope, neither can we.



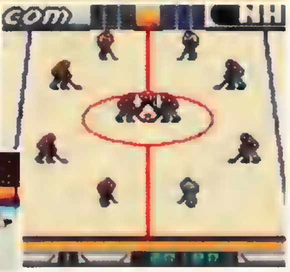
He really shouldn't have said that about your mother. ▷





△ Got one! Suck on that, you feeble orange amateurs.

Surely the periods aren't really 20 minutes long? ▷



It's that top serial killer from the Friday the 13th movies. ▷

R-Type DX

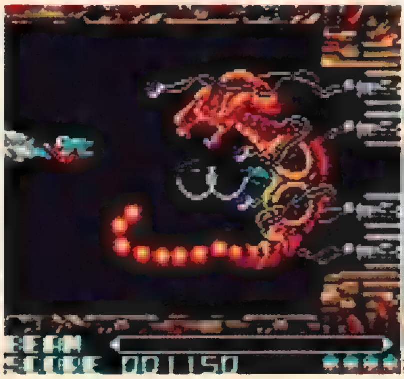
From: Nintendo **Link-up:** No **Colour:** Yes **Out:** Now

Another premium quality Nintendo game, this time developed by Bits Studios, *R-Type DX* arrived just days too late to make it into this month's Planet Game Boy review section.

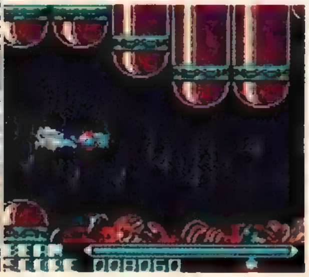
There are actually five versions of Irem's classic shoot-'em-up on the cart. *R-Type* and *R-Type 2* were both monochrome GB games from years back, and they're present in their original versions as a bonus for owners of older machines. And for those who want to see the venerable duo in action on a super-sharp screen, you also get new colour updates of the two original games. Best of all, though, is *R-Type DX* itself (the version shown in these pics). It's for colour machines only, and it combines elements of both original titles, merging them into one lengthy blasting quest with superb graphics.

We'll have a full review next month, after we've had time to sit down and give the game a thorough going over in all five play modes. See you then!

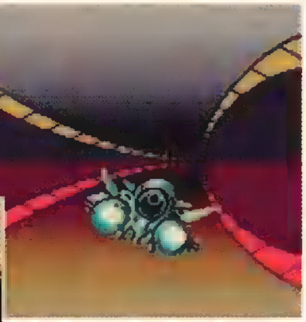
◁ One of the most memorable bosses in arcade history.



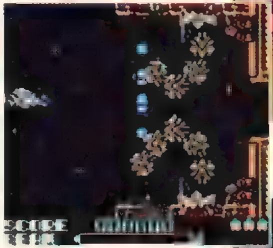
▽ Holding the button charges up the Force orb.



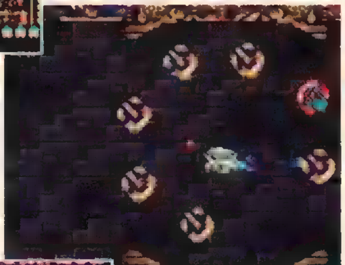
The 3D bit gives a brilliant close view of your sleek craft. ▷

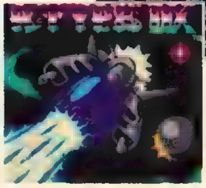


▽ Big bullets, so you can see them on the small screen.



▽ Check out the detailed backdrops. Very cool indeed.

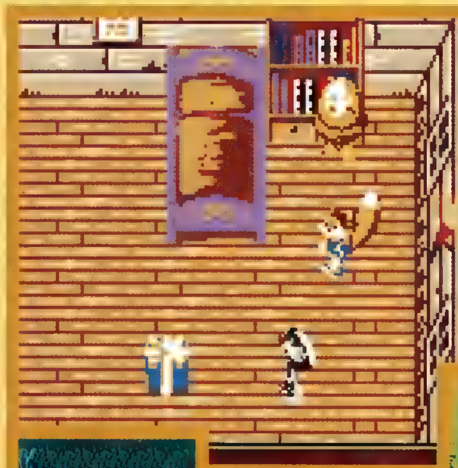




◁ This is what you want: a fast and cool looking spaceship. It's a real peach, don't you think?

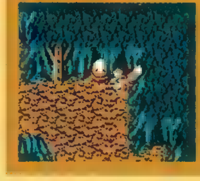
Conker's Pocket Tales

From: Rare **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** Now



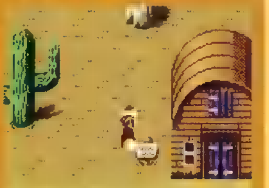
△ One of the prettiest forest locations.

Look at him go! Conker must have been at the peyote cactus. ▽



△ Collect the birthday present and then grab that key!

◁ Found an acorn person. Follows fresh



Finally! We've been promising to review this for months now, and every time we thought we might finally get our hands on a copy of the game, it suffered another six-week delay. Well at long last *Conker's Pocket Tales* is finished. So, is it *Mr Nutz* on the Game Boy, or a serious alternative to *Zelda*? Hmm...

To tell you the truth, our first impression of it was like that of someone opening a game-shaped birthday present, only to find an Old Spice gift pack inside. The intro sequence is absolutely terrible, and it's followed by a game that, at first glance, seems like nothing beyond a slightly more competent version of *Quest for Camelot* (reviewed in **PGB**/4, 3 stars). Just as well we were prepared to persevere with it really, because once you get to know it, *Conker's Pocket Tales* proves to be charming, varied and extremely playable.

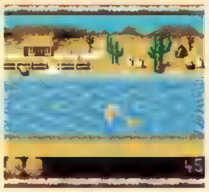
The aim of the game is to retrieve Conker's birthday presents from around the six themed levels, and (less importantly, of course), rescue his kidnapped girl, Berri, from the clutches of the Evil Acorn. While the *Zelda* influences are obvious in many of the puzzles and situations, *Conker* uses a continuously scrolling screen, and has enemies wandering up and down, back and forth in set patterns. Hence the *Quest for Camelot* comparison, but it really is far, far better than that. Yes, it's aimed at younger players, but that didn't stop us oldies from having a laugh with it. There are entire housing estates of buildings to explore, loads of secrets to find, nine different sub-games, and a nice dose of Rare humour along the way.

At one point, Conker is incarcerated in a prison cell, complete with slopping out bucket. Escaping is rather easy, as are most of the puzzles, but it's fun. The levels

Sub games

Mini games abound in Conker's pocket world.

Gold rush



Use a pan (after a long trading sequence) to fish gold nuggets from the river. Shake them dry using the D-pad, and use them to bribe the Vulture Culture tribe.

Shootout

Great one, this. After a break-in at the bank, Conker gets employed as a hired gun to shoot it out with the robber. Dodge the bullets and dish out hot lead justice!

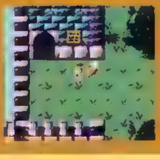
Targets

This crops up more than once, with an increasing difficulty level. The object is simply to hit all the pop-up targets using a limited amount of ammo. Dead easy.

Despite its name, the town is populated entirely by acorns. ▷

▽ Chased by a squirrel-eating cactus. No, really!

You need to find a key to open this door. ▽



become more intricate the further you get, with plenty of exploration and backtracking required. There are also some fiendish physical hazards to overcome, which is just as well given that the puzzles all seem to be of the push blocks/hit switches variety.

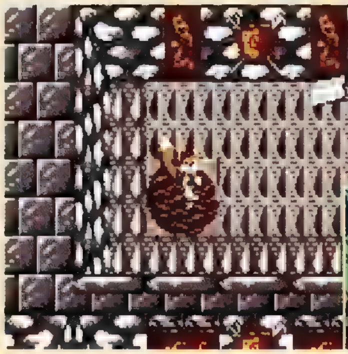
It's top stuff, far more engrossing than you'd expect it to be after the dismal start, and the further you get, the harder it becomes to put down.

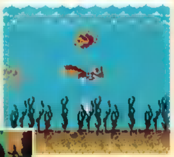
Rare's official estimate is 20 hours of gameplay, which sounds like more than enough, but you're likely to play *Conker* so intensively that you'll whizz through it faster than you'd have liked. Ration your playing time, and *Conker* might last you the full whack. It's nowhere near as good as *Zelda*, but it's still one of the best of the new wave of GB Color games.

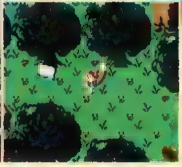
5

Party invites

Rather like Gold Skulltulas, party invites are hidden in the most obscure locations. Along with the special red presents, they act as treats for the true Conker completist. You don't have to get them, but it helps.

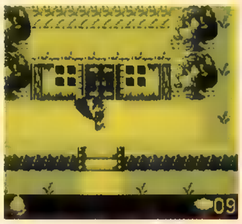

◁ Is it worth the pain for a single party invitation?

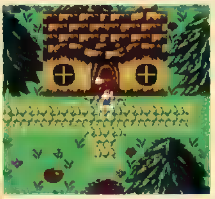

You'll ▷ even find them in water.


◁ Yes! The party is on again, thanks to this invite.

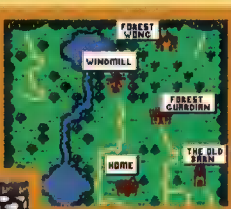
Dual format

Conker comes on a cart twice the size of almost any other GB game, but it's only when you try playing it on both a GB Color and a monochrome machine that you realise why. It also explains the lengthy delays, because it contains *two* different versions of the game. Depending on which machine you own, you get different graphics, different locations, and even different controls in certain situations. A word of warning – don't swap between different GBs until you've finished one version, as all the save data will be erased.





The forest ▷ acts as a game hub.



No, the statues aren't part ▽ of a puzzle.

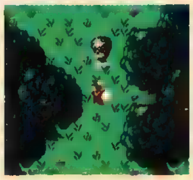
Conker ▷ prepares for throwing our time. Look out!

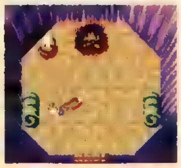
Creatures featured

Some of Conker's freaky friends and enemies.

Evil acorn

The Evil Acorn is Conker's nemesis, having stolen Berri and hopelessly ruined our hero's chances of getting lucky at his birthday party. Whenever he pops up, a boss is nearby. The Evil Acorn must be defeated after the final level.





Good acorn

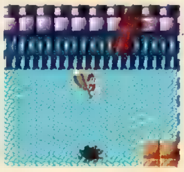
Good acorns can be found wandering around outside, or sitting in buildings. They either offer blindingly obvious hints, or clam up and simply wish you luck on your quest. One day they'll make a handy winter food store for our heroic rodent.

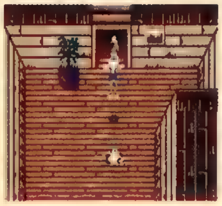
Cow

It was stuck behind a fence, and we couldn't find a way to get to it. Presumably it's just scenery, but there's something vaguely disturbing about the way it stands as if petrified, its dead-eyed stare haunting Conker's dreams.

Wizard

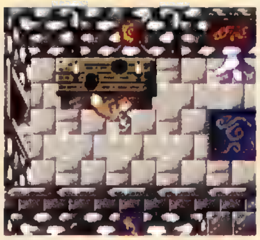
These are stunningly easy to defeat, once you suss out their movement pattern. They move across the top of the screen, firing spinning discs or swords. Hitting them with the catapult makes their projectiles disappear, rendering them harmless.





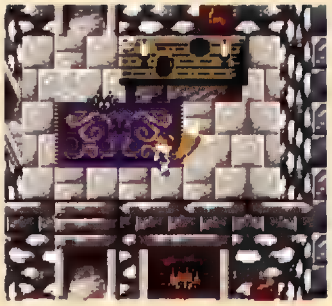
Mice

Aarrrgh! Terrible things, these clockwork mice. They're immune to the catapult, so the only way to kill them is to stomp on them. They move at quite a speed though so timing the stomp is one of the more fiddly tasks in the game.



Blob

These squidgy jelly creatures are the devil's own work. They lie still on the floor, and as soon as you step anywhere near them, they wake up and hunt you down. Three shots from the catapult will kill them (for a while).



Spider

Common and easy to kill, but there's something about their twitchy legs and bulging eyes that makes them quite endearing. They're also very satisfying to shoot – one direct hit and they explode in a puff of smoke.

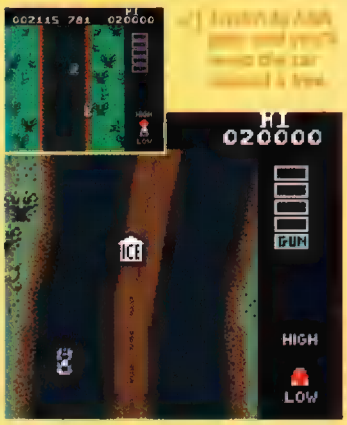
Spy Hunter / Moon Patrol

From: Midway **Price:** £25 **Save:** No **Link-up:** No **Colour:** Yes **Out:** Now

Midway might be the company responsible for *California Speed* and *Rampage Universal Tour* on the N64, but when it comes to Game Boy arcade conversions, they certainly know what they're doing.

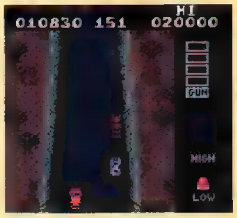
Spy Hunter is the main attraction with this two-in-one cart, a fondly remembered driving/shooting game which was a forerunner to the likes of *Chase HQ* and *Vigilante 8*. You drive at trouser-staining speed along a narrow and slightly twisty road, weaving in and out of the unnaturally hostile traffic in the pursuit of some spies. Blokes on turbocharged mopeds get in your way, and every so often a real thug in a Fiesta XR2i will try to run you off the road. You can fight back by taking advantage of the weapons van, which you drive into, Knight Rider-style. It's cool.

Less cool (but still pretty good fun) is *Moon Patrol*, an even earlier driving/shooting game. It's a sideways scrolling design, with hovering aliens to shoot and great big potholes to jump over. It doesn't look like much, and to be honest it's hardly the most varied game ever made, but it works well on the Game Boy, and the cart is well worth buying for *Spy Hunter* alone.



[illegible]

[illegible]



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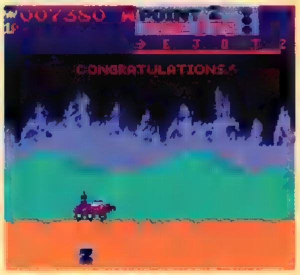
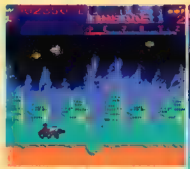
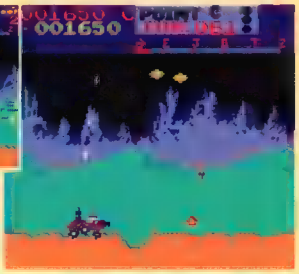


Cheers pal! Finally made it all the way.

[illegible]

Controls are limited to jump, accelerate and shoot.





4

Lucky Luke

From: Infogrames **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

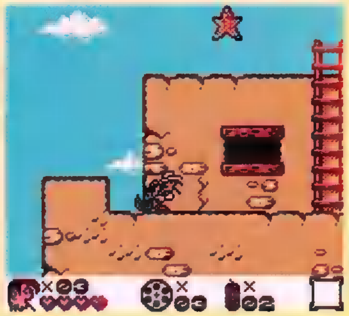
French developers Infogrames are behind some of the prettiest Game Boy software around, with the likes of *Looney Tunes* and *Bugs & Lola* to their credit. Most of their recent stuff has been Warner Bros cartoon platform games, but *Lucky Luke* is different – it's a Wild West cartoon platform game, and therefore an entirely Tweetyless zone.

Luke is a rootin', tootin', good ole boy (probably) who likes his drinkin' and his killin'. We wish, anyway. He actually looks more like a clean-cut Milky Bar Kid than a mad dog Lee Van Cleef type, but gaming is all about using your imagination. Sometimes poor Luke even comes off second best in a scrap with a roaming ball of tumbleweed, so it's only fair that we show a little faith in his potential.

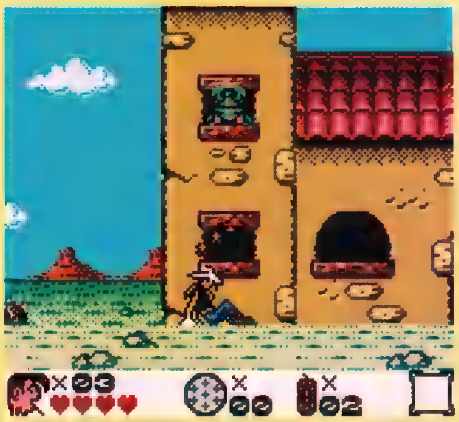
The hapless lad does have the odd trick up his sleeve though, namely his ability to dangle by his fingertips from the sides of tall objects. He can also use his six-shooter to pop caps in the backsides of slumbering Mexican characters (who then drop their trousers obligingly). Luke's mission is to recover lost objects, and other such nonsense, but the game is well programmed, stunning to look at, and, while it lasts, a good laugh.

He climbs, he leaps, he swings from buildings.

He crashes through [illegible] toilet windows.

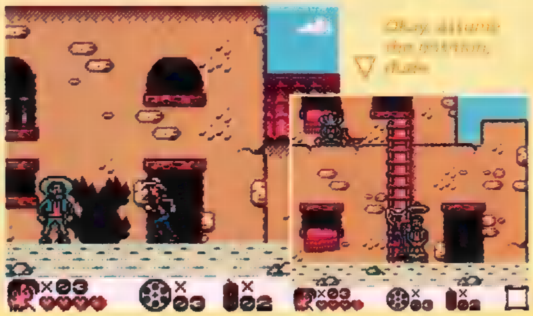


4



The after-effects of ingesting a large bottle of tequila, worm and all.

[illegible]



Do ya feel lucky? Well do ya? Punk.

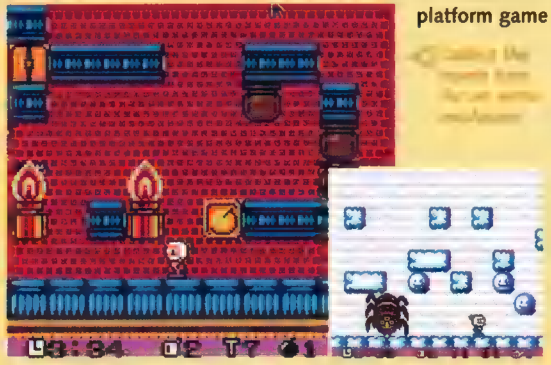
Pocket Bomberman

Time for a good old fashioned leap of faith.

From: Nintendo **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

[illegible]

[illegible]



[illegible]

[illegible]

Just so there's no confusion, bear in mind the fact that this isn't a real *Bomberman* game. *Wario Blast* – now that was the real thing, a great piece of multiplayer action in the *Bomberman* tradition. ***Pocket Bomberman*** **is a plain old 2D platform game that actually has more in common with the dodgy N64 Bombermen than the classic SNES versions.**

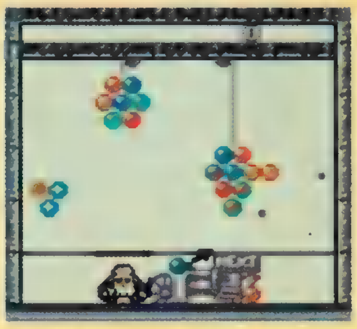
It's a simple enough game. All you have to do is kill all the enemies in the scrolling levels, by dropping bombs on them. All the usual *Bomberman* power-ups and items are available, normally hidden inside fake blocks or in inaccessible corners, so after a good winning streak you'll find yourself tooled up with multiple bombs, speed boots and a handy remote detonator. The game progresses in the usual manner, with four increasingly tricky levels followed by a boss stage, in each of the five different themed areas.

It's all somewhat repetitive though, as solo *Bomberman* games always are. There's an unusual 'jump' game included as a bonus, in which you have to climb to the top of a tall and hazardous tower. But every time your feet touch the ground, you're launched into a full-power jump, making progress extremely difficult. Strange *and* tricky, but not in the same league as *Wario Blast*.

3

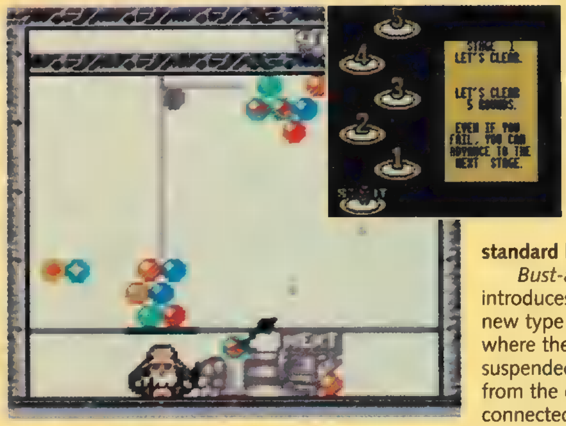
Bust-a-Move 4

From: Acclaim **Price:** £20 **Save:** No **Link-up:** No **Colour:** Yes **Out:** Now



[illegible]

[illegible]



[illegible]

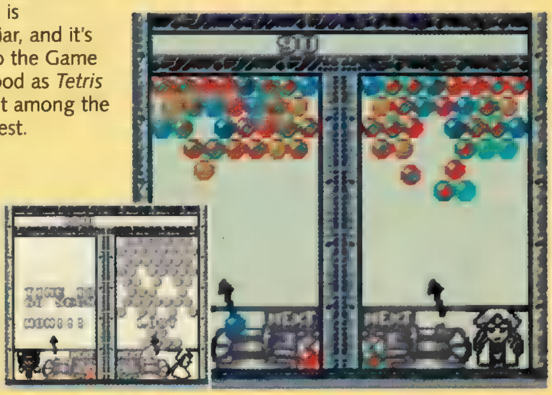
[illegible]

New *Bust-a-Move* games are a regular fixture on Acclaim's release list, but it's unusual for the Game Boy to get a more advanced version of the game than **the N64 – on which version three is the current bubbling standard bearer.**

Bust-a-Move 4 introduces a rather nice new type of puzzle, where the bubbles are suspended in two clusters from the ceiling, connected by a pulley. If you add or remove too many bubbles from one side then the whole thing becomes unbalanced and drops below the deadline. It adds a new tactical dimension to the game, although the screens could do with being a little taller to take full advantage of it.

Colour is an essential part in *Bust-a-Move 4*, and although there have been versions of the game in the past for monochrome Game Boys (this version is compatible with any machine), it's infinitely more playable when you can tell what colour the bubbles are. The graphics are as crisp and clear as you could wish for, the gameplay is reassuringly familiar, and it's perfectly suited to the Game Boy. It's not as good as *Tetris DX*, of course, but among the very best of the rest.

4



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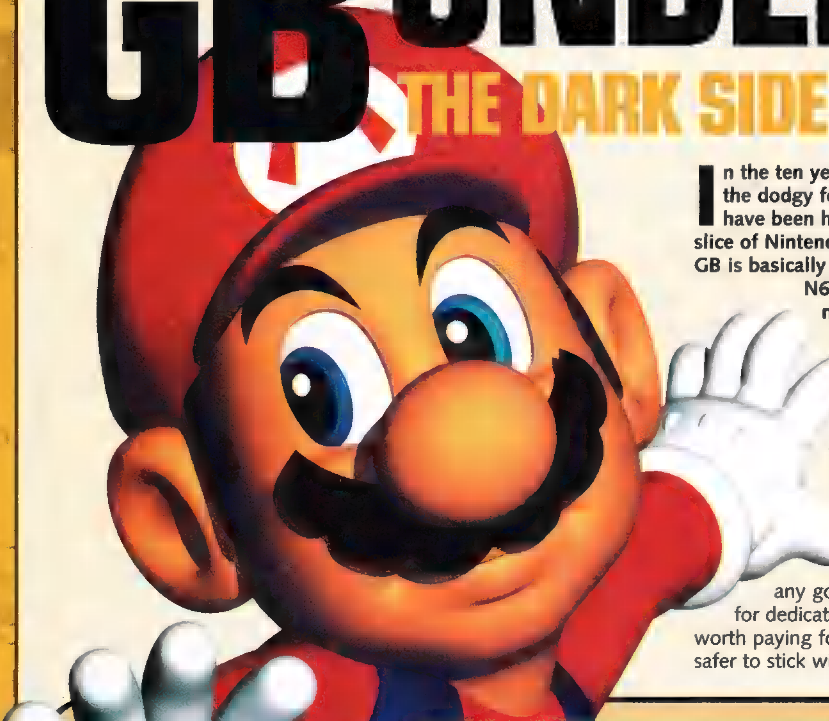
GB UNDERWORLD

THE DARK SIDE OF PORTABLE GAMING



In the ten years since the Game Boy's birth, the dodgy folk of the gaming underworld have been hard at work trying to grab their slice of Nintendo's good fortune. You see, the GB is basically old technology, and unlike N64 carts, GB games can now be manufactured by companies with reasonable resources and a disregard for the local law enforcement.

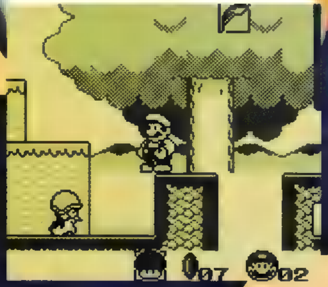
Most of the heavy duty piracy goes on in Hong Kong, where it's often easier to find a knocked off GB cart than an original one, and a tiny amount of it eventually filters through to us over here in ole Blighty. But is it any good, or is it just novelty stuff for dedicated collectors? And, is it worth paying for these dodgy carts, or safer to stick with the original thing?

Mario 4

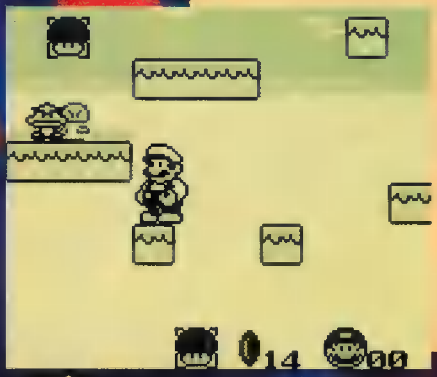
Ever wondered what a Mario game would be like if Nintendo was staffed by chimpanzees? In a bizarre parallel universe where Shigsy flips burgers at McDonalds, and the world's pre-eminent games design team is the one behind Wheel of Fortune, maybe *Mario 4* is the kind of thing the Big N would be churning out.

Fortunately, back on Planet Earth the only way you'll get to see Mazza starring in a bad game is by getting hold of a copy of this *extremely* dodgy cart. At first glance it looks exactly as a Mario game should – hardly surprising, since most of the graphics have been taken straight from *Mario Land 2*. Play it for a couple of minutes, and it's obvious that *Mario 4* hasn't had the benefit of Nintendo's magic touch. It plays just like an average platformer from an average games company, and it's really quite a shock to see Mario in something so dull. It's not terrible, but it's a stark reminder of just how lucky we Game Boy owners are.

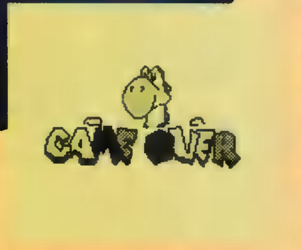
Thank Shigsy for that.



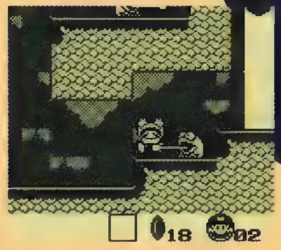
Looks familiar, doesn't it? Wonder what Shigsy would make of it?



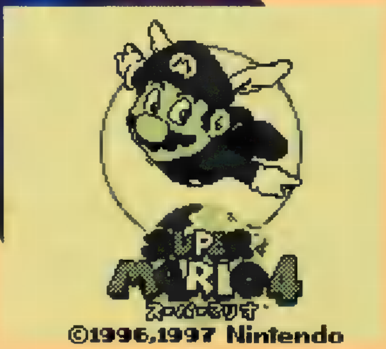
The fake Mazza starts the game fully powered up.

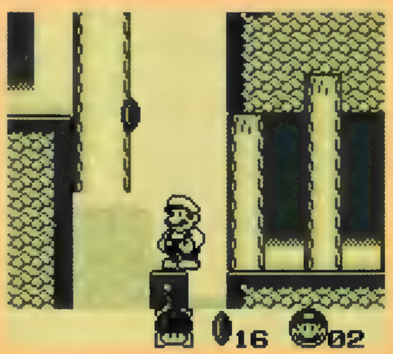


Yoshi stares out, wondering how the hell he got here.



Plays like any one of a thousand average games.





Monster Go! Go! Go!

Oh blimey. Currently one of the hottest properties in the Far East dodginess market, *Monster Go! Go! Go!* is Pikachu's first ever platform game outing. Somebody has obviously gone to a lot of trouble drawing all the Pokémon backgrounds and the many frames of yellow mouse animation, but programming the game code must have been a piece of cake, because it's actually *Smurfs Nightmare* by Infogrames.

Which makes it a real dodginess double whammy, ripping off one of Nintendo's most prized characters *and* stealing Infogrames' programming expertise. The pirates probably chose the Smurfs game because hardly anyone in Hong Kong or Japan has ever played it, so they might not recognise it as being an 'unofficial' product.

The people behind *Monster Go! Go! Go!* certainly deserve full marks for brazen cheek, although we wouldn't want to be in their shoes when Hiroshi Yamauchi's legal team get their hands on them, that's for sure.

皮卡丘
POCKET MONSTER
スーパーファミコンとスーパーファミコン用周辺機器のスーパーゲームボーイを使えば、テレビでカラーのゲーム画面を楽しむことができます。

△ *The box artwork. Please note – this is not an official Pokémon product.*

GB X-Changer

DOCTOR GB CARD

△ ***A blank cart for use with the X-Changer.***

Oooooh dear. While the three games here are mostly harmless – if obscure – fun, the GB X-Changer is more sinister, because it allows you to copy genuine GB games.

Plug an original cartridge into the X-Changer, connect it to a PC, and the device transfers all the game code onto the computer's hard disk, in the form of a ROM image – a file that can be transferred, modified or copied like any other computer data.

How do they get away with it? Because the X-Changer is described as a back-up tool, and it's apparently legal to back up software you've paid for. That's a rule which is fine when applied to things like expensive computer business software, but obviously there's no way anyone would need to 'back up' a GB cart for legitimate purposes. Most X-Changer owners use the thing to swap copied ROM images over the Internet, by saving them on a reusable blank cart for later use in a Game Boy. It's highly dodgy, and potentially harmful – after all, if everyone used an X-Changer then no big games companies would develop new software, and we'd all have to put up with stuff like *Sonic 6*. Just say no.

◁ ***The X-Changer itself is surprisingly small – smaller than a Game Boy.***

Sonic 6

Yes, that's right – six! Presumably the others were legitimate games on Sega's home systems, as this is the only dodgy Sonic GB game we've ever seen. Sadly it's absolutely dire, disgracing the spiky blue hedgehog's once respectable name with a mixture of sub-*Bug's Life* gameplay and appalling graphics.

The object of it all is to collect coins, which is somewhat strange, since the real Sonic always preferred rings. Presumably the coins are leftovers from whatever poor game supplied the guts for this. It takes forever to reach a decent running speed, so progress through the levels is incredibly frustrating, and there are thousands of instant death situations to look forward to. If you even brush a bad guy, you're whisked right the way back to the start.

To be perfectly honest, we haven't managed to get off the first level yet. Maybe there *is* only one level. Who knows? Even for a pirated product, *Sonic 6* is staggeringly bad – possibly one of the worst GB games of all time. To be this crap takes *ages*.

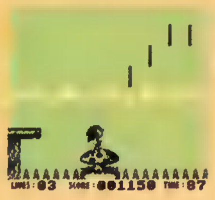
LIVES:03
:000100

SONIC 6
NEW GAME
PASSWORD
SONIC WORLD

◁ ***It looks like Sonic, but it plays like cack.***

ICE
COUNTRY
FOREST
MEXICO
DESERT

△ ***We don't believe the claims of the map screen. Five worlds? Don't make us laugh.***



△ ***Sega had nothing to do with this!***

GB 290 in 1

One of the more common things you'll find in pirated GB carts is a huge number of different games. All ripped off, of course, and all completely illegal.

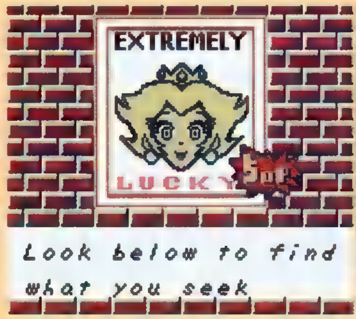
The biggest one we've seen claimed to contain 450 games, and we've even heard rumours of a 1000-game cart. However, don't expect to find anything like that number, even on one of the multi-chip six inch carts you sometimes find at game stores of dubious repute. This 290-game cart actually contains a mere 19 games, with the other 271 being repeat copies with slightly different names. Most of them are fairly old and small, so they can be squeezed onto a standard ROM chip.

It isn't particularly well made either. The front of the cart appears to be a genuine Nintendo part and the back is made of a different type of plastic altogether – and the two halves don't fit together too well. It also refuses to work properly on a GB Color.

GB290IN1
GAME SELECT ON SCREEN

△ ***Cripes. There's stuff stolen from Rare and Nintendo here.***

Super Mario DX



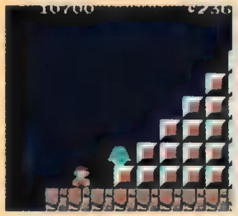
Look below to find what you seek

THANK YOU, LUIGI!

BUT OUR PRINCESS IS IN ANOTHER CASTLE!

EASY POINTS

Can't get the 300,000 points required to open the Super Player mode (aka the Lost Levels, aka *Super Mario Bros 2*)? This tip worked with the original NES game, and it's fine in the GB version too. First you need to find an end-of-level staircase with a koopa walking down it (there's one on level 3-1). Jump on the koopa, leaving its shell stationary on a step. Stand on the step below and do a short jump, knocking the shell forwards. Keep doing small jumps and bouncing up, and the shell should rebound continuously, giving you big points. When you start getting 1-ups instead of lives, stop the shell and start over. It's a tricky technique, but keep trying and you'll eventually get the hang of it. It's also great for getting the points medals in Challenge mode.



PLAY AS LUIGI

Press select on the map screen to switch between little red Mazza and little green Luigi.

VERSUS BOO

Beat 100,000 points to enable the brilliant Boo race mode.

FIREWORKS

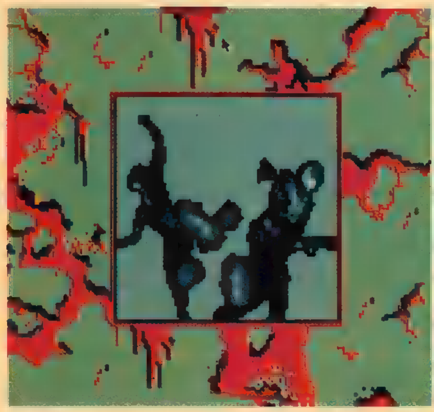
The number of fireworks you get at the end of a level depends on what the last digit of the counter is when you touch the flag pole. Stop the clock with a 1, 3 or 6 and you'll be treated to a display.

FORTUNE TELLING 5-UP

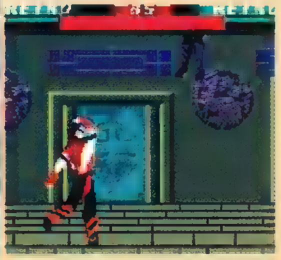
Even if you turn up an unlucky card, retry until you get the picture of the princess. Start a new game, and you'll have ten lives to play with.

Luigi Loses!

Mortal Kombat 4



RAIDEN
67
REIKO



KOMBAT KODES

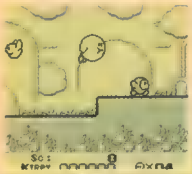
Enter these codes on the matchup screen to get your desired effect:

Dark Kombat – 688422
Fight Reptile – 205205
Message1 – 987666
Message2 – 123926
No blocking – 020020
Play as Reptile – 192234
Psycho Kombat – 985125
Random kombat – 111111
Switcharoo – 460460
Throws disabled – 100100

EXTRA CREDITS

On the difficulty tower screen, press Up on the control pad to increase your credits to a maximum of five.

KIRBY'S DREAM LAND



KIRBY'S DREAM LAND
EXTRA GAME
©1992
HAL LABORATORY, INC.
NINTENDO

INCREASE DIFFICULTY

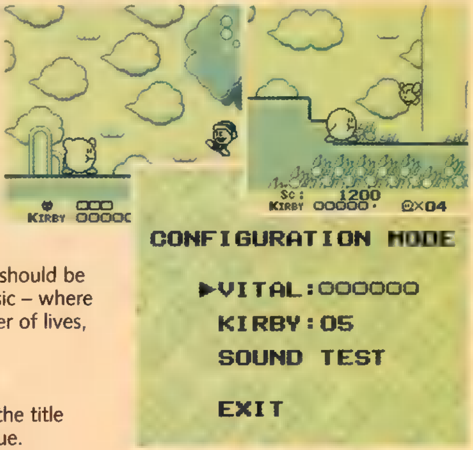
Hold Up, Select and B on the title screen to get more enemies and a much harder game. You also get a different ending if you manage to complete the game.

CONFIG MENU

Hold Down, Select and B on the title screen and you'll get a new configuration menu – you should be able to hear the game music – where you can change the number of lives, or reduce your health.

EXTRA GAME

Hold Up, Select and A on the title screen to get a free continue.



CONFIGURATION MODE

▶VITAL:000000

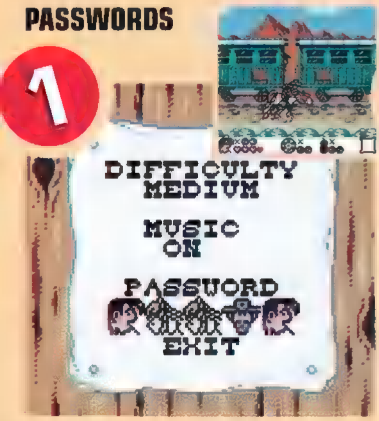
KIRBY:05

SOUND TEST

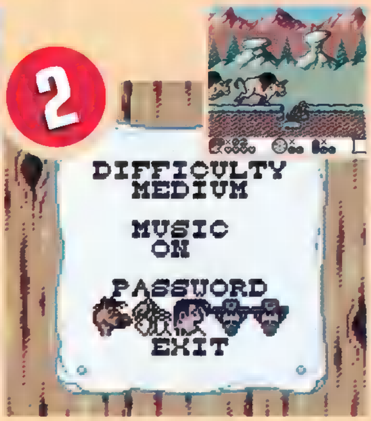
EXIT

LUCKY LUKE

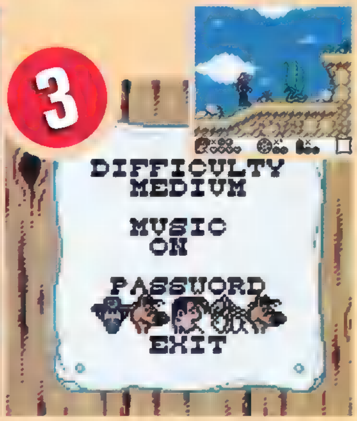
PASSWORDS



DIFFICULTY MEDIUM
MUSIC ON
PASSWORD
EXIT



DIFFICULTY MEDIUM
MUSIC ON
PASSWORD
EXIT

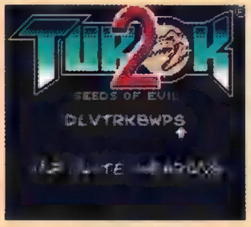


DIFFICULTY MEDIUM
MUSIC ON
PASSWORD
EXIT

TUROK 2

CODES

Level select – DLVTRKBLVL
All weapons – DLVTRKBWPS
Bird mode – DLVTRKBBRD
Infinite lives – DLVTRKBLVS
Invincibility – DLVTRKBNRG



V-RALLY

LEVEL CODES

To get to the medium stage in arcade mode, enter FAST as your password. To get to the hard stage, enter FOOD.

HIGH SCORES

Well played, again. *Tetris* scores seem to be going through the roof lately. We've had a few that we reckon were accomplished by using the 'cheat', but we're pretty sure the ones below are all legit. Plus we've got three GB Camera scores for you to have a crack at. Next month: *Mario Bros* scores – so, please, send them in!

TETRIS DX

40 Lines (level 0)
1:48 Paul Bush, Teddington
1:59 Paul Wrathmall, Middlesbro'
2:10 Andrew Marriot, Edinburgh

Ultra (level 0)
17,884 Paul Bush, Teddington
16,772 Nayden Koon, New Zealand
16,009 Andrew Marriot, Edinburgh

Marathon (level 0)
1,545,126 Andrew Marriot, Edinburgh
1,338,534 Paul Bush, Teddington
1,065,723 Nayden Koon, N. Zealand

Marathon (level 9)
2,240,101 Andrew Marriot, Edinburgh
2,111,947 Paul Bush, Teddington
1,617,045 Ross Bullimore, via email

GAME & WATCH GALLERY

Donkey Kong
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand
1418 Audun Knudsen, Norway

Parachute
1203 Tommi Aarela, Finland
1096 Nayden Koon, New Zealand
819 Craig Miller, via email

Chef
1473 Audun Knudsen, Norway
1291 Martin Hall, Dover
1121 Nayden Koon, New Zealand

Helmet
1518 Luis Costigan, Sutton
1164 Martin Hall, Dover
1118 Matthew Bailey, Nottingham

GAME BOY CAMERA

Space Fever: 4147
Ball: 382
Run Run Run: 18:95
All from Martin Hall, Dover

Scores wanted

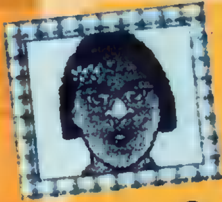
Send your high scores to:
Planet Game Boy (high scores),
N64 Magazine, 30 Monmouth St,
Bath, BA1 2BW. If you're online,
email us at **n64@futurenet.co.uk**.

Game Boy Gallery

GAME BOY
camera

WINNER!

Now this is a real Chernobyl of a mutant. Planet of the Apes meets Nosferatu – in stereo shock-o-rama vision. Steven from Edinburgh is responsible for this irradiated freak boy.



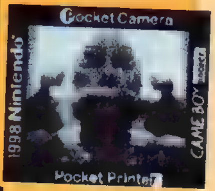
← From Geoff Williamson. A strangely two-dimensional ladyboy. Erm... Well done.

Nintendo
GAME BOY

← Eek! This could have been absolutely anything. From Tom Armstrong.

Ben Snape's mother, the beautiful Debbie. →

Top picture, thanks to Juha-Pekka Saari from Finland. →



Nintendo
GAME BOY

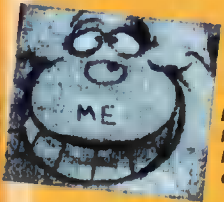
← Martin Hall of Dover sent us this bit of Pikachu action, and set a new GB Camera high score challenge.

Nintendo
GAME BOY

← Scouser Sue Foreman from Wallasey enclosed this fine snap from the family album. Tasty!

Disturbing stuff from Australia's own Griffin Leaderbrand. →

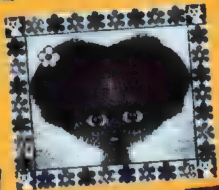
Sam Muncke from Chesham, the world's youngest bodybuilder. →



← Quite cute, this one. The Game Boy stylings of Mr Ian White from Nottingham. Well drawn, sir.

← Ace! Edd Howarth is obviously a student of contemporary art, entitling this pic 'Modern Scream'.

Jason Frost from Adelaide, with a slightly hideous Princess Leia. →



Ruben Larsen from Norway knows his lighting effects, that's for sure. Brilliant stuff there. Nice eyes. →

← From Hadlee Bennett of Appleford. It's his dad, with a mouthful of Boos.

Nintendo
GAME BOY

← Finland's Jimmi Aarela, sucking down a bottle of antifreeze to protect him through the winter.

Thanks to Michael Scott for that. It's a shaggy dog! →

Oh my word. Andrew Wood from Dumfries has a bright future in horror movies. →

Nintendo
GAME BOY

Curse you god, for making me this way.

Nintendo
GAME BOY

Well done folks. We asked you for premium quality freakage, and once again you've surpassed all expectations with another set of fine Gallery mutations.

We've seen all sorts of different photography techniques over the past few months, from advanced lighting to trick lenses, taking in still life and painting along the way. For those of you who haven't sussed out some of the more obscure effects yet, we'll be running a Gallery special in the near future, with a full round-up of the better ones.

Nintendo
GAME BOY

In the meantime there's a GB Camera masterclass right here, assuming you can figure out how this month's mutant makers created the effects in their pictures. Top marks for technical merit go to Ruben Larsen, Steven of the Unreadable Surname, Edd Howarth and Andrew Wood. Our own master photographer, Jes, is on holiday at the moment, so no more freaks from him this time. Next month though…

Send us your freaks

Come on then you Game Boy Camera artists. Knock up a quick picture of absolutely anything you like, using the most imaginative techniques you have at your disposal, deface it (if the mood takes you), print it out and post it to us. Who knows, you could see your picture right here, and you could win a shiny new game if you're the sender of the pic o' the month. The address:

**Game Boy Gallery, Planet Game Boy,
N64 Magazine, 30 Monmouth St,
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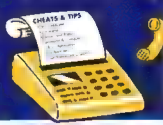

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Great
Multiplayer
Extravaganza

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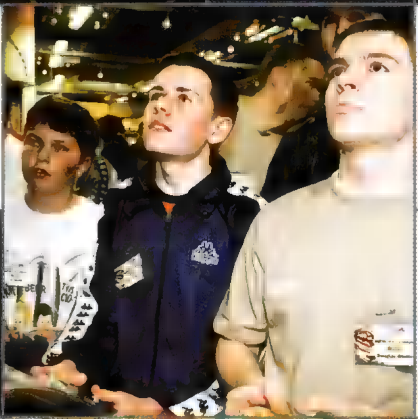

Virgin MEGASTORES
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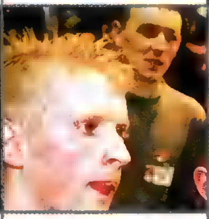
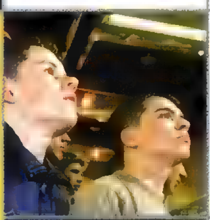


THE GREAT MULTIPLAYER EXTRAVAGANZA

THE RESULTS!



On June 3rd, 16 of the UK's finest gamesplayers convened in London. Here's what happened...

Thursday, June 3rd saw the grand final of our Great Multiplayer Extravaganza at Oxford Street's Virgin Megastore, the culmination of months of time-trialing and score beating on behalf of you, our readers. 16 finalists were invited along on the day itself, all ready to fight it out for the coveted title of best gamesplayer in the UK.

There were also plenty of other things happening on the day; and all to do with the next-day launch of *Star Wars Episode 1: Racer.* Nintendo themselves were there to oversee things, as the store was staying open 'til midnight to sell the game, and various Star Wars characters were wandering around, including a phalanx of Stormtroopers who paraded up and down Oxford Street, hopping on and off buses and generally causing a fuss. Great stuff.

But our competition was the reason why you were there, and on the following pages is a report of what happened on the day, who did what and generally everything that went on around our huge, video-screen dominated playing area. Read on…

The queue starts here
Nintendo

How it worked

Here's a brief rundown of the six-round contest.

Round One:

16 players divided into four, four-player games, competing on *GoldenEye 007*, *Mario Kart*, *F-Zero X* and *Turok 2.*

Round Two:

Eight winners – half the players from Round One – playing two, four-player games of *Mario Kart* in a three-race contest.

Round Three (semi finals):

Four winners – half the players from Round Two – playing two, two-player games of *F-Zero X* in a best-of-three contest.

Round Four (third place play-off):

The **two losers** from Round Three playing for third place.

Round Five (final):

The **two winners** in a three-game *GoldenEye* contest.

Round Six (bonus round):

The overall winner playing **N64** Magazine's very own resident experts, Tim, Jes and Martin, at *GoldenEye 007.*

GO! GO!

Thanks to Gavin Roberts who took all the pics.

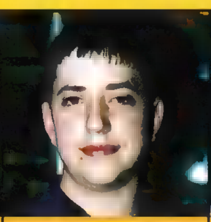
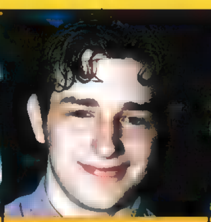
Round One

The first round of the day served two purposes – to give all 16 contestants a chance to play the four games, and to decide the eight winners who would go through to Round Two. There were four 'teams' of four playing each of the games, with a points system (four points for first place, three for second, two for third and one for fourth) determining the two people from each team who would go through to the second round.

It was a rousing start to the proceedings, and those who didn't make it to Round Two received *Turok 2* T-shirts, South Park hats, £10 worth of Virgin Megastore vouchers and were invited to stay to the end for a photo shoot. Even Phil Hughes' attempt to take the shortcut across the river on Royal Raceway was taken in good humour. Although we did have to knock a point off his score for such brazen underhandedness…

Team One

△ *Andrew Mills and Thomas Suckling, who appears to have just burped.*

	Russel Dawes	Phil Hughes	Andrew Mills	Thomas Suckling
GoldenEye	3rd 2pts	1st 4pts	4th 1pt	2nd 3pts
Mario Kart	3rd 2pts	1st 3pts (cheat)	2nd 3pts	4th 1pt
F-Zero X	2nd 3pts	4th 1pt	1st 4pts	3rd 2pts
Turok 2	4th 1pt	2nd 3pts	3rd 2pts	1st 4pts
TOTAL	8pts	11pts	10pts	10pts

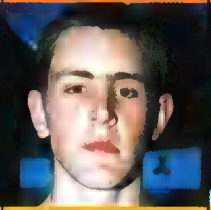
Team Two

△ *Douglas Whitley and John Heelham battle it out (Douglas won).*

	Dee Dee Ramone	Tim Booth	Douglas Whitley	John Heelham
GoldenEye	4th 1pt	1st 4pts	2nd 3pts	3rd 2pts
Mario Kart	4th 1pt	1st 4pts	3rd 2pts	2nd 3pts
F-Zero X	3rd 2pts	2nd 3pts	1st 4pts	4th 1pt
Turok 2	3rd 2pts	4th 1pt	2nd 3pts	1st 4pts
TOTAL	6pts	12pts	12pts	10pts

Team Three

△ *Hedley Gabriel (right) didn't make it through to the final.*



	Hedley Gabriel	Keith Tannahill	Gary Carney	Sam Fenwick
GoldenEye	3rd 2pts	2nd 3pts	4th 1pt	1st 4pts
Mario Kart	4th 1pt	1st 4pts	3rd 2pts	2nd 3pts
F-Zero X	3rd 2pts	2nd 3pts	4th 1pt	1st 4pts
Turok 2	=2nd 3pts	1st 4pts	=2nd 3pts	4th 1pt
TOTAL	8pts	14pts	7pts	12pts

Team Four

△ The first rounds were hotly contested by all.

	David Goodman		Luke Yeandle		Tom Carling		Jon Davies	
GoldenEye	1st	4pts	=2nd	2pts	4th	1pt	=2nd	2pts
Mario Kart	3rd	2pts	4th	1pt	2nd	3pts	1st	4pts
F-Zero X	2nd	3pts	4th	1pt	2nd	3pts	1st	4pts
Turok 2	1st	4pts	=2nd	2pts	4th	1pt	=2nd	2pts
TOTAL	13pts		6pts		8pts		12pts	

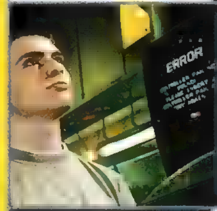
Round Two

Round Two was dedicated to the evergreen *Mario Kart*, and took place over three of Team **64**'s favourite tracks – Koopa Troopa Beach, Mario Raceway and Bowser's Castle. The eight winners from Round One were divided into two teams of four and the same points system as in Round One was employed; once again, two winners from each team would go through to the next round. From Team One, the ubiquitous Andrew Mills scraped through, whilst Phil Hughes' high score of 11 meant he had little to worry about. In Team Two, Jon Davies, David Goodman and Keith Tannahill all tied in second place, with eight points each. A brief tie-breaker was held on Donkey Kong's Jungle Parkway, which Keith unfortunately lost, therefore ensuring places in Round Three for Jon and David.

Great Multiplayer Extravaganza
IN ASSOCIATION WITH
MEGASTORES

Team One	Tim Booth		Andrew Mills		Phil Hughes		Douglas Whitley	
Koopa Troopa Beach	3rd	2pts	4th	1pt	1st	4pts	2nd	3pts
Mario Raceway	2nd	3pts	3rd	2pts	1st	4pts	4th	1pt
Bowser's Castle	4th	1pt	1st	4pts	2nd	3pts	3rd	2pts
TOTAL	6pts		7pts		11pts		6pts	

Team Two	Keith Tannahill		Sam Fenwick		Jon Davies		David Goodman	
Koopa Troopa Beach	3rd	2pts	2nd	3pts	1st	4pts	4th	1pt
Mario Raceway	3rd	2pts	4th	1pt	2nd	3pts	1st	4pts
Bowser's Castle	1st	4pts	3rd	2pts	4th	1pt	2nd	3pts
TOTAL	8pts		6pts		8pts		8pts	



GO! GO!

Round Three – Semi Finals

Team One	Andrew Mills	Jon Davies
Silence	Win	Lose
Mute City 3	Lose	Win
Big Blue	Win	Lose
Team Two	**Phil Hughes**	**David Goodman**
Silence	Win	Lose
Mute City 3	Win	Lose
Big Blue	-	-

And it was on to Round Three, the Semi Finals. It was time to move to Nintendo's *F-Zero X*, whose rigorous high-speed racing would prove to be an unforgiving arena for those that had previously relied on *Mario Kart's* powered-up mayhem. The four semi-finalists divided into two teams of two and, once again, raced over three tracks, this time in a 'best of three' arrangement. Andrew Mills and Jon Davies reached a one-all deadlock before the final race, with Andrew's last-corner overtaking manoeuvre assuring him eventual success. Team Two didn't even get that far, as Phil Hughes took pole position on both Silence and Mute City Three. And so we waved goodbye to David Goodman and Jon Davies…

△ *Phil Hughes goes through to the final, and Jes looks frighteningly excited.*

The infamous Mr Mills and Jon Davies. Jon went on to win third place, and Millsy came second. ▷

Round Four
The battle for third place

▽ *Jon and David – dead exciting, this bit was.*

…Or did we? Having got this far, we thought we'd let Jon and David fight it out for the prestigious third place and the chance to win a prized early copy of *Star Wars Episode 1: Racer*. David and Jon decided to battle it out on *GoldenEye*, agreeing on the following settings: Licence to Kill, Pistols, Stack level, five minute game. All was going well until it became apparent that Jon knew *exactly* where David was going to regenerate every time he died, thus allowing him to get into position and finish David off before he could start. The decision was made to abandon the game, and start afresh with *Mario Kart*. Jon and David chose to duke it out on the Battle Mode's Block Fort, where Jon redeemed himself, beating David 3-2. Well done to the both of them.

Jonathan, our compere, doing a passable impression of the devil. ▷

Round Five – The Final!

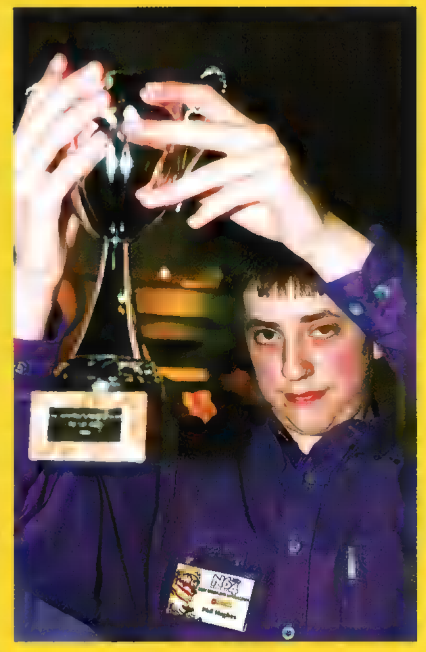
This was it, then – the round where our two finalists stood head-to-head and duked it out for the N64 Magazine Gamesplayer of the Year trophy, and the utter adulation of gamers the world over. Well, the trophy, at least.

The Final was, again, a best-of-three challenge, using *GoldenEye*. And it worked like this: for the first game, Andrew could choose exactly what level, weapons and scenario he wanted, and then, in the second game, Phil had his chance to dictate the terms. In the event of a one-all score, Team **64** would then put their collective heads together and devise settings of their own…

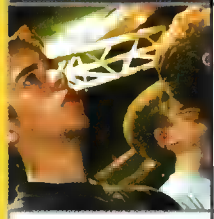
Andrew chose to play Phil in the Temple level, with Automatic weapons, in a five minute game. Phil revealed his hit-and-run tactics early on, getting the first kill and proceeding to avoid Andrew for as much of the five minutes as possible. Whilst undoubtedly a first-class gamer – he had to have been to get this far – Phil's tactics weren't exactly riveting viewing, so, when the baying of the crowd got too much, he promptly popped out and offed Mr Mills again. The final result for the first game? A win for Mr Hughes.

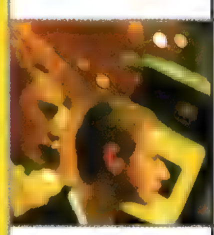
And then it was Phil's turn to dictate settings. He plumped again for Automatics and a five minute game, but this time on the Facility level. Knowing that he was on to a winning tactic, within 30 seconds of the game starting he killed Andrew and what followed was a carbon copy of the previous game. Phil, staying around the toilet area, played a game of cat and mouse with Andrew, managing to stay ahead of him for the whole five minutes. Less than thrilling, perhaps, but Phil won the tournament by beating allcomers and proving his all-round gaming skill. Well done Phil, and well done Andrew for coming in at a highly respectable second place. Both players received a factory fresh copy of *Star Wars Episode 1: Racer, 720° Skateboarding* for the Game Boy, a T-shirt, hat and £35 worth of Virgin Megastore vouchers. And Phil, of course, got the trophy, as well as an interview with Sky TV. Very well done, indeed.

The tensest part of the day, this was. Millsy managed a very respectable second place. ▷



Phil Hughes and the prized trophy. All in all, very well done indeed. Hurrah! ▷





Bonus Round!

But that wasn't all. As an extra test of his prowess, Phil was challenged to a three-against one game of GoldenEye against **N64** Magazine's very own Jes, Tim and Martin. Phil, sticking to what he knew best, chose Automatics and the Complex level.

What followed was a massacre. Phil beat us 6-0, much to our embarrassment and his credit. Our hurriedly made-up excuses are as follows:
Tim: "We never play Complex, because, quite frankly, it's the worst level in the game."
Martin: "I never play anything other than Licence to Kill, the true expert's setting."
Jes: "If it had been Power Weapons on Facility, he wouldn't have stood a chance. Honest. Really."
Wil: "Let's face it, he was just better than you."
All: "Um…"

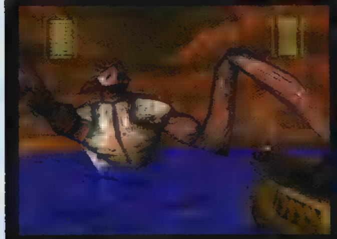
Anyway. Next year, Mr Hughes, be prepared to play on *our* terms…

Aftermath

We think that everyone involved would agree that the day was a huge success. We had a great compere in the form of **Jonathan Beales,** a man who plainly knew his games inside out and generally did a great job. A large crowd gathered and followed the whole competition, and Sky TV and the Disney Channel were there to cover the event, and even interview our very own Tim Weaver and Wil Overton. We were all suitably worn out at the end of the day…

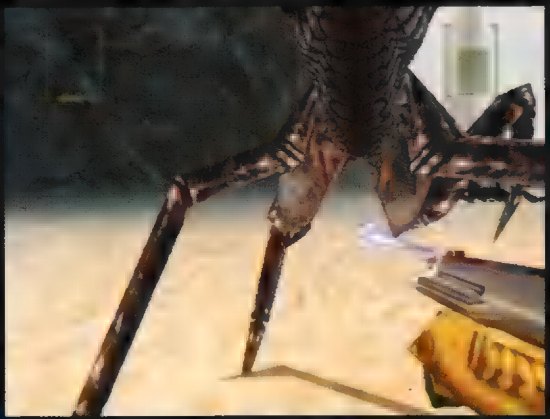
We'd like to thank Nintendo and Acclaim – who very kindly provided the prizes – and, of course, Virgin Megastores for providing the space for us to run the competition.

And, of course, we'd like to thank everybody who turned up and competed, and thus made the day as good as it was. Hopefully we'll see you all again next year, for an even bigger and better event. Best get practising, eh?

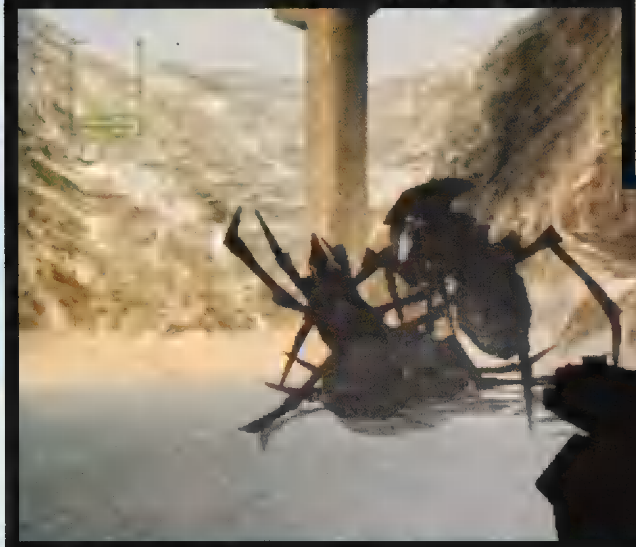


◁ The bosses are big, bad and unfortunately come with brains, too.

Ah! A favourite attack, this. They'll rip out your back. ▷



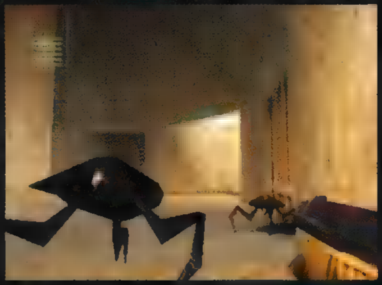
△ An alien river flowing with purply-blue goo.



◁ Highly intelligent AI means the bugs scrap amongst themselves.

▽ One of the later levels, set in the sewers beneath the bug world.

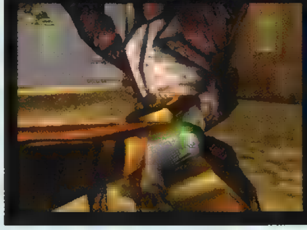
▽ Little bugs. Tricky to pick off as they're absolutely tiny. Here, they've leaped straight at our faces. Must... work... gun.

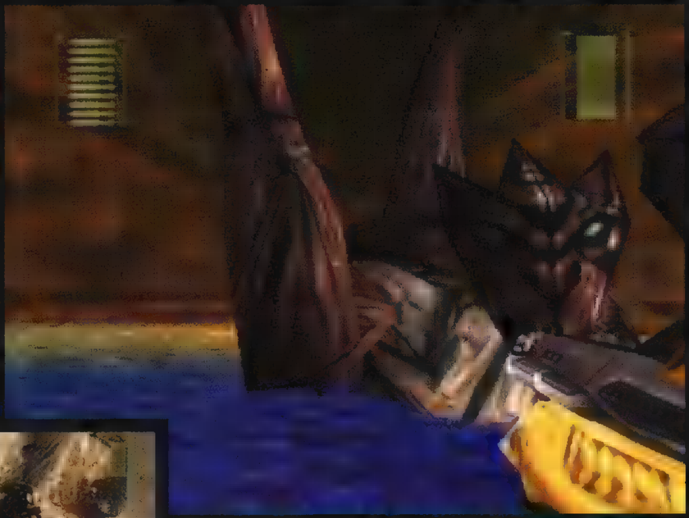


armo

△ Not an explosion, sadly, but some clumsy walking. We've fallen down a lava pit.

▽ The staff might not look like much but this bug will need more than an Elastoplast.





△ Aaaaaaaaaah! This beastie suddenly surfaces as you make your way across this water-filled room. Gulp.

◁ The nest. Unfortunately, at this early stage you don't have any grenades to lob into it. Just the laser gun.

INFO BURST

ARMORINES

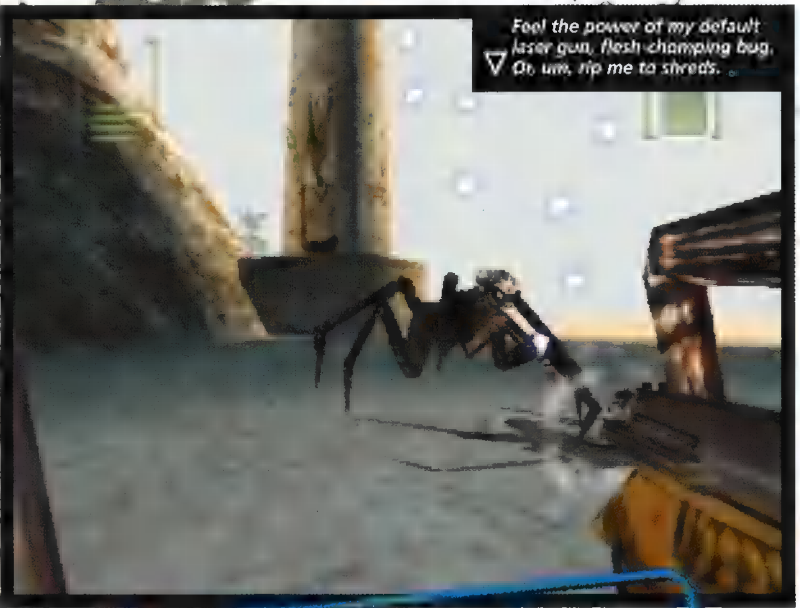
FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING

● ● ● ● ●



Feel the power of my default laser gun, flesh-champing bug. Or, um, rip me to shreds.

IT TAKES TWO

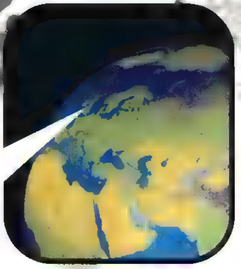
The game gives you the opportunity to play as two Armorines: plain named Tony Lewis, and the slightly more exotic Myra Lane. Tone's three standard weapons are the Claws, Shotgun and Missile Launcher, while Myra deals herself in with the Tazer, Machine Gun and Grenade Launcher. Pleasingly, each of the weapons are actually *built in* to the battle suits meaning that, when you select a weapon, it actually morphs from the arm of your suit. Nice, that.

SPECIAL INVESTIGATION

rines

Battle suits, bulging weapons and barrel loads of bugs...

N64's Special Investigations can take us all over the world, but as luck would have it, all we needed was a day return to Croydon, and Acclaim London formerly known as Probe.

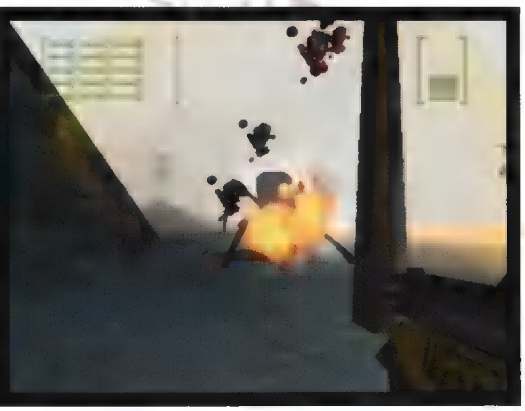


A*rmorines*. Not the biggest name on the N64 this year – especially with the stunning *Perfect Dark* on the horizon – but, then, that's just the way developers Acclaim London like it. Without any *Turok*-like hype to live up to they can just get on with their job.

And what a job. Playing *Armorines* tells you one thing: it's no straight conversion of *Turok 2*. Yup, it uses the same engine, but Acclaim London have done a lot more than just incorporate their American counterpart's hard work. By smoothing out the flaws that annoyed some *Turok 2* players, tossing in a Starship Troopers-like plot and littering the game with skin-crawling bugs, they've created a first-person shoot-'em-up of the very highest order.

From the moment it begins, *Armorines* reeks of careful thought and invention, with a superb environment, tidy plot and screen-shaking weaponry. In fact, it could just be 1999's darkest horse. Want to know more? Read on and find out why you're going to be so keen to get your hands on *Armorines*...

The temple. Shriek in terror as these little blighters jump out at you. Shriek or, er, run.

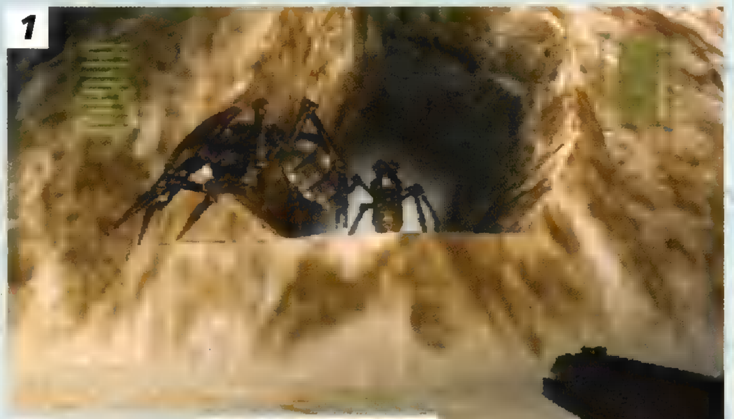


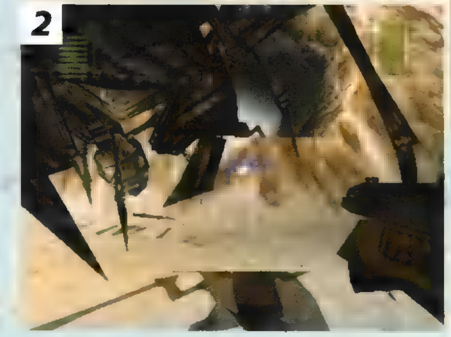
GO! GO!

bug catcher

There's still a way to travel as far as development goes but one thing's obvious: *Armorines* is scary. Cross your legs, close your eyes and get a load of the game's opening...

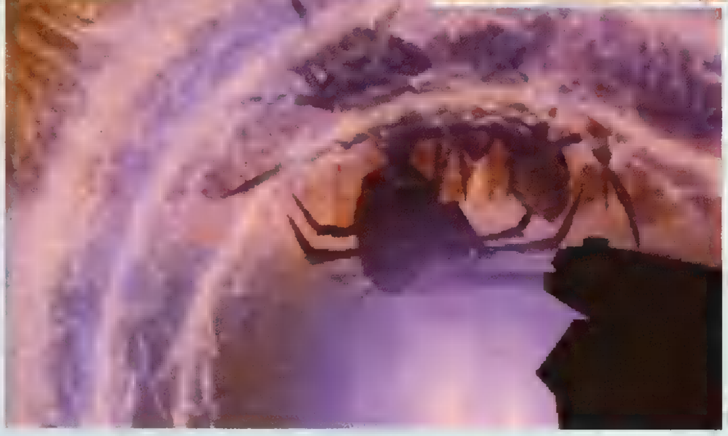
1 You're dropped here: right in front of a bugs nest. Immediately, you can hear the skin-tingling squeal of the insects... and then they start appearing from the hole.

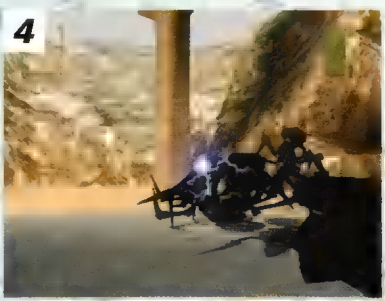




2 The most fantastic part of Armorines is that the bugs are actually, truly intelligent. They chase you, they hunt you and, as you can see, they also leap at you...

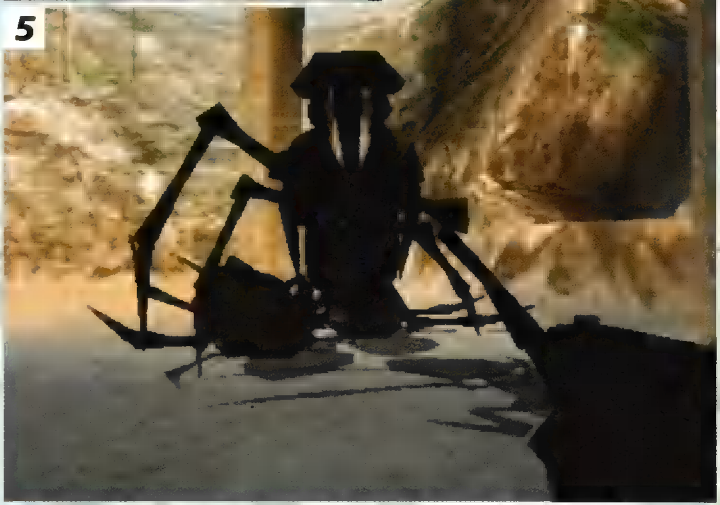
3 Fortunately, your Armorine comes complete with three standard weapons, one of which is this bottom-of-the-range, but still useful, laser charge rifle. Bzzzzzzz.

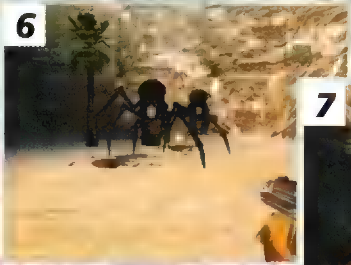




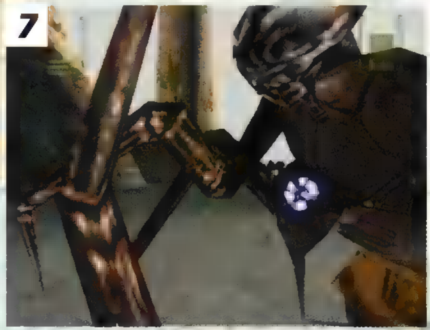
4 A nice touch comes when you actually kill off one of the bugs with the charge gun. They flip over onto their backs, writhe in agony and then fizzle with electric. Ha!

5 Oh... Kill one of the baby bugs and Mummy doesn't like it very much. Hence this monstrous spider-thing rising from the dust. Best tactic? Run. And very, very fast.

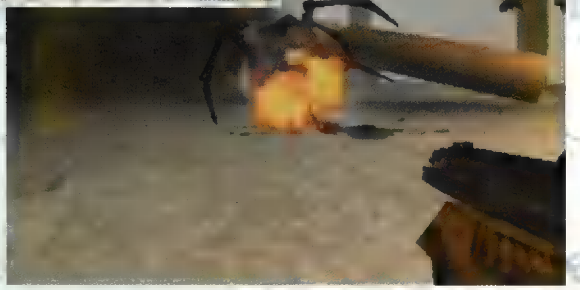




6 Except you can't. See, gunfire attracts unwanted attention, and as soon as you turn to run, you'll find the area surrounded by even more eight-legged beasts. Gulp.

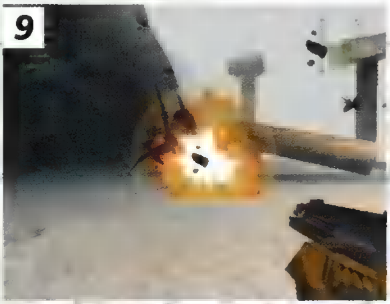


7 And they don't hang around either. Before you've even had a chance to think, the bugs are on top of you. One of their favourite moves is to dig their claws into your back.

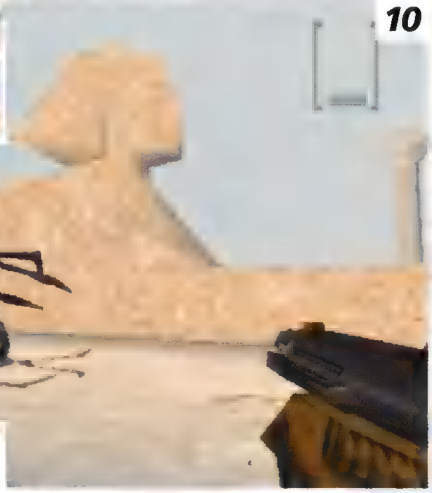


8 Time to change to another weapon, in this case the unspectacular but pretty effective Missile Launcher. Watch the ammo, though, as it wittles down pretty rapidly.

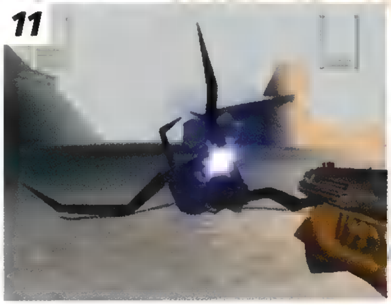
9 In the final game, explosions will be a good deal more impressive than this; as will the weapon effects and, of course, the blood. Expect Turok 2-style globules. Mmm.



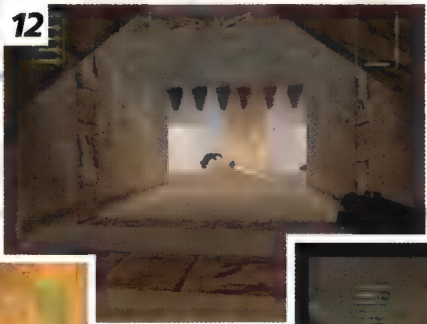
10 Up and onwards to the Egyptian temple, which spells a change in scenery, but no shortage of cannon fodder. Each location also means a change in the way the bugs look.



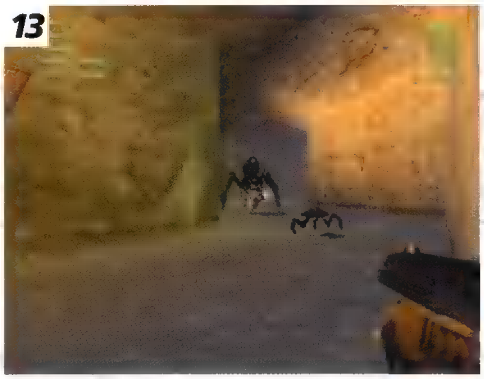
11 There's quite a bit of fog at the moment, but Acclaim promise it'll be minimal for the final version. Oddly, there will also be a fog adjustment option for you to tinker with.



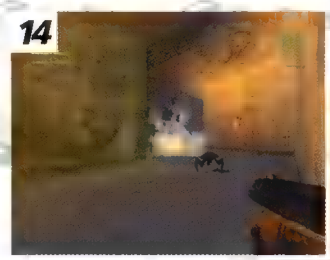
12 Just behind the Sphinx you'll find the opening to the Egyptian temple. Now it gets even more tension-packed, with darkened corridors, echoey footsteps and squealing bugs.



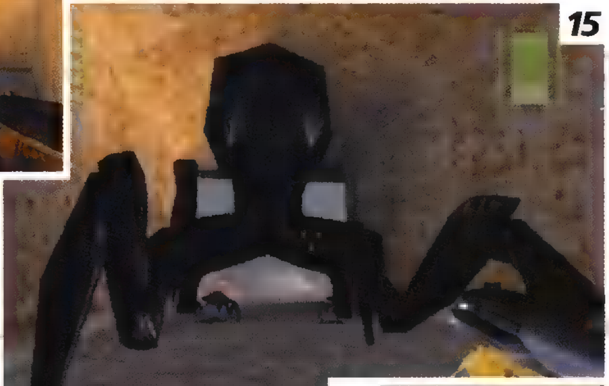
13 You're also introduced to the annoying cockroaches who scuttle towards you at knee height and prove deceptively difficult to finish off. Here you've got a bit of both...



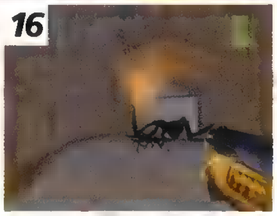
14 ...And with one of your seven remaining missiles, you can attempt to take out Mum. The big bugs can take a shedload of hits, while the cockroaches are a bit simpler.



15 Turn around and... gaaaaaah! Armorines makes you jump out of your seat by having the insects creep up behind you. Luckily we spotted Mum before she attacked.

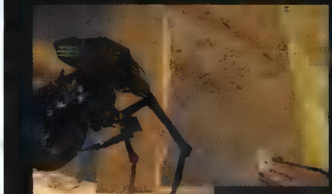


16 Back away and shoot, back away and shoot. The best tactic in Armorines... as long as you've made sure you're not backing into anything else. Four missiles left.

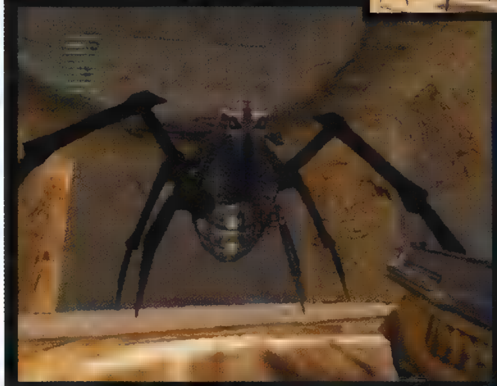


boss!

17 Reach the end of a level quarter and you come face to face with a boss. Bigger, stronger, nastier, the boss bugs have highly intelligent battle tactics, including running for cover and seeking shelter in the shadows. That's not to say they won't try to tear you apart. Oooooh no. That's their number one priority. And the special thing about this boss is that you can shoot away its face and uncover its skull! Nasty.

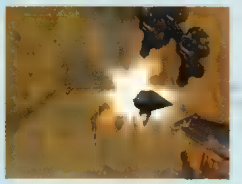


An evil face on that one, that's for sure. ▽



GO! GO! ▷

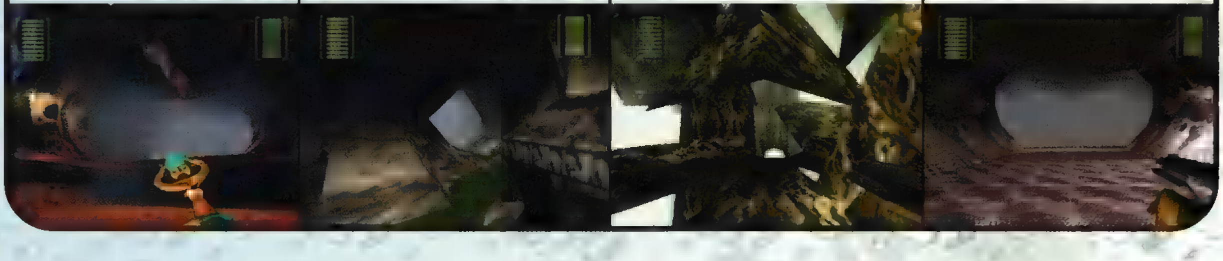
BLOOD SIMPLE
While it's undoubtedly going to be the N64's finest moment yet, one thing's for sure – you won't be able to rely on *Perfect Dark* much as far as gaping stomach wounds go. Which is where *Armorines* comes in. Thanks to its wealth of tasty weaponry, you'll be well set to deal out plenty of meaty punishment to the bugs; and the results are going to be gory. The current version chucks blobs of blood around a *bit*, but not at the rate the final version will. Best of all, there'll eventually be body-specific wounds, as demonstrated so aptly in *Turok 2*.



eternal darkness

You've seen the opening levels, now prepare for something even darker...

alien ship	sewers	tree	the hive
Similar in theme to *Perfect Dark*'s shipwreck, with looks straight from the Alien films.	Superb level, this. Brilliant sound effects and twisty-turny, finger-biting tension.	Harking back to the first *Turok* game, this level takes you up to a bug-filled treehouse.	Reminiscent of *Turok 2*'s hives, this level takes you right into the heart of the bugs.



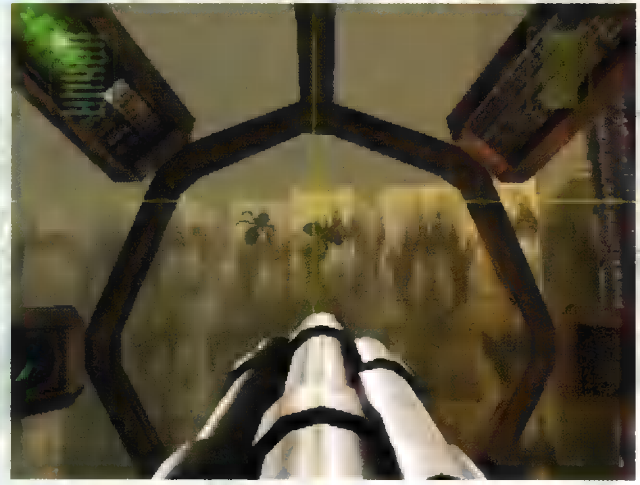
take to the skies

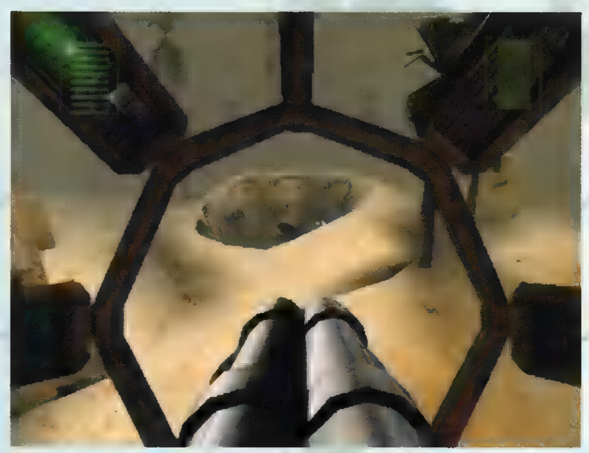
Movement isn't just restricted to the ground either...

Built into the *Armorines* experience is this helicopter, piloted by the computer, from which you have to destroy the bugs' hives. Although it moves fairly slowly, the 'copter provides a perfect vantage point for finishing off the insects, as well as a superb targeting system – a bit like *Perfect Dark*'s – where two vertical and horizontal crosshairs converge.

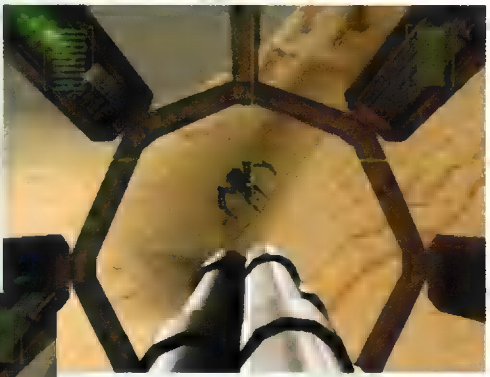
The best bit of the 'copter ride though has to be lobbing grenades into the hives, holes in the ground from which the bugs scuttle out of. Look and leer as your crosshairs bleep (signifying a lock-on) and seconds later those dastardly eight-leggers squeal in pain. Great, stuff.

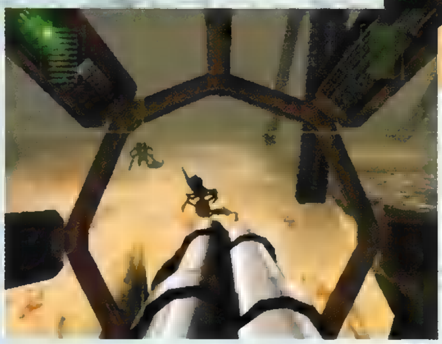
The lock-on means you can pick these bugs off as they scuttle up the walls. ▽



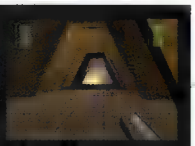


Fire at the blighters as they crawl out from their nest. Shame about the amount of mist at the moment, though. ▷





△ *Here, you can see a plucky young bug who fancies his chances a bit. And here, on the left, you can see one that doesn't. Hee, hee, hee.*



Reminds us a bit of GoldenEye. In fact, reminds us quite a lot.

The explosions are going to be far more impressive in the final version.

The webbed ceiling of the alien hive. The viewing width is much bigger than Turok 2's, so you can see more.

Their very own comics line has provided an unlikely, but astonishingly reliable, source of inspiration for Acclaim over the past three years. First, there was the exceptional *Turok: Dinosaur Hunter* and its equally tremendous sequel, soon there will be *Shadowman* (next month, actually), and this Christmas there will be this, the rather magnificent *Armorines*.

The brilliance of *Armorines* is obvious from the very beginning, when you're dropped in front of a bug-ridden cavern. Even blankets of fog, a lack of enemies and some non-working weapons can't disguise that. Currently running at about 60% complete, the game immediately demonstrates exactly *how* refined its refined version of the *Turok 2* engine is, with silky smooth movement, impressive frame rates, precise aiming and pacy expansion pak-led play.

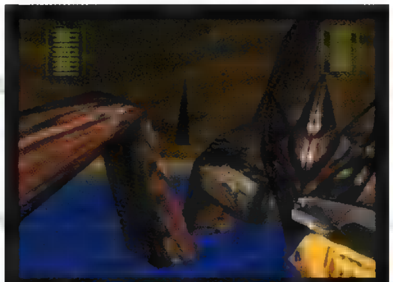
If *Turok 2* had some minor problems, Acclaim London have sorted them out in *Armorines* – and the effect is ace. For starters, one of the things many people disliked about *Turok 2* was its massive playing environments. As a result *Armorines* scales its levels down, quartering off its five worlds to make for more concentrated bursts of hyper-violence. The result is 20 separate missions instead of *Turok 2*'s six and also a set of much closer together save points.

VISUALS ***Where Armorines could really stand out is in its use of a co-operative mode, where two of you can take to the aliens in tandem.***

The screen flashes red when you're attacked by the bugs. Hence this toothsome terror sending us rouge.

Where *Armorines* really scores points, though, is in its choice of enemy. Like 128Mbits of Starship Troopers, *Armorines* is mesmeric from the moment you set foot inside its Egyptian-like opening level, and that's entirely thanks to its viciously large house spiders. Genuinely scary, they pelt out of the fog, their mouths chomping, and chase you until they catch you. This is no *Quake*. The enemies don't have a set route; instead, if you step into their immediate vicinity, they'll leap towards you before you've even had a chance to lock and load.

That said, they're so intelligent that, if one bug strays onto another's patch, they'll even go for one another. This is, of course, an ideal situation for you, as it means you can tip-toe away without wasting any precious ammunition on a spider the size of a semi-detached.



That nasty water boss again. He'll hurt you and he'll hurt you plenty.

Weapons-wise, *Armorines* sports similar hardware to the *Turok* games. There's only one thing that matters here and that's whether your gun can decimate a village at 50 paces. Unfortunately, in the current version, not all of the weapons were available to play, but we did get our hands on some Claws (a bit like *Turok 2*'s Talons), a bottom-of-the-range Missile Launcher, a Laser Gun, an Alien Staff (particularly nasty, this) and another as-yet-unnamed alien gun which flashed blue and white and made the bugs explode a lot. Mmm.

Each weapon has three levels of power, and the power can be upped on each by digging out pick-ups which are scattered throughout the levels. There will also be points awarded for bug-slaughterage and the discovery of secrets as well as promotions for the number of kills notched up.

Where *Armorines* could really stand out from the pack, though, is in its use of a co-operative mode, where two of you can take to the alien hordes in tandem. The first *Duke Nukem* game on the N64 gave it a go – and it worked surprisingly well – but with true 3D enemies and environments, *Armorines* should be a bit more interesting. Additionally, there will be a deathmatch mode, and a separate one-player story mode with twin strands that develop differently depending on which of the game's characters you choose to take through the game.

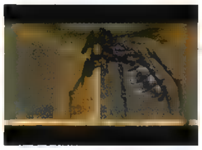
So, whilst *Armorines* might not have the advantage of *Turok 2*'s sky-high hype, it *is* actually shaping up to be – incredibly – a better game. We'll find out for sure soon…

A missile mid-flight. Probably a bit of overkill, but still. Do we really care?

This narrow walkway leads across a lava pit to a central temple. Can you have a guess as to what's inside? Bugs.

CUT 'EM UP

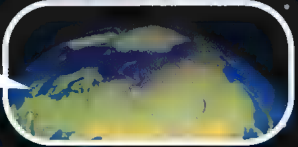
Each level quarter will open and close with a cut scene, as will each boss encounter. Here, you can see the intro to the first level's skyscraper-sized spider (featured in more detail in our walkthrough on page 60). *Armorines* is projected to come on a 128MBit cart, so it's unlikely to feature similar amounts of animated sequences to *Perfect Dark* and, before it, *Turok 2* but, Acclaim assure us, it *will* weigh it with around half an hour's worth of storytelling. Yup.



SPECIAL INVESTIGATION

JET FOR

Our Special Investigations can take us all over the world. This month, we only had to go as far as Twycross to see Rare's latest.



INFO BURST

JET FORCE GEMINI

FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Maybe
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
September		TBA

ANTICIPATION RATING

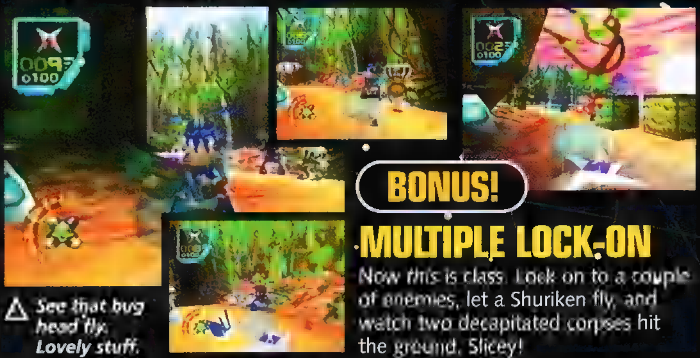
●●●●●

BLOOD ON THE TRACKS

Jet Force Gemini is a graphically stunning shoot-'em-up and, as is only proper for such a game, features a wide selection of jaw-dropping ordnance. Following are the weapons that we've had the opportunity to road-test...

SHURIKEN

A little like *Turok 2*'s Razorwind, this deadly throwing star is capable of taking insectoid heads straight off. Fast, accurate and invariably fatal.



△ *See that bug head fly. Lovely stuff.*

BONUS!

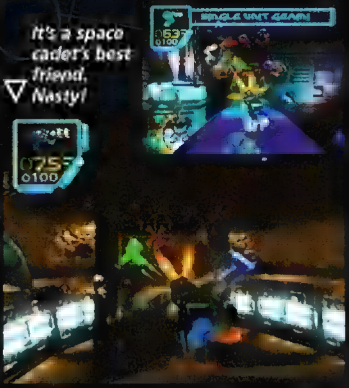
MULTIPLE LOCK-ON

Now this is class. Lock on to a couple of enemies, let a Shuriken fly, and watch two decapitated corpses hit the ground. Slicey!

MACHINE GUN

This rapid-fire, automatic bug-slayer can rip an enemy to shreds in seconds. It's one of the more basic weapons but, tellingly, you'll find yourself coming back to it again and again.

It's a space cadet's best friend. Nasty! ▽



PISTOL

Your standard issue weapon. It may have a slow rate of single-shot fire, but it packs a certain wallop, being more than capable of putting some goo on the walls.

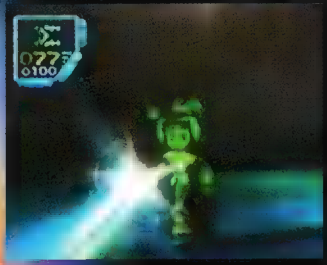
MULTIPLE ROCKET LAUNCHER

If any proof was needed to show that *Jet Force* owns the biggest guns this side of *Turok 2*, it's the multiple rocket launcher. Guaranteed to clear any room of insect villains.

PLASMA GUN

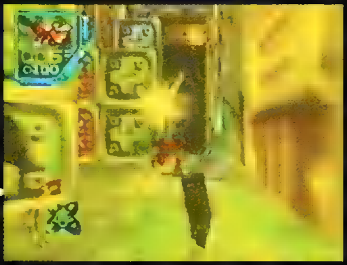
One of *Jet Force*'s prettier and more inventive weapons. Like the streamer rifles from Ghostbusters, the Plasma gun envelops enemies in incandescent streams of energy... until they explode.

Look at the lighting effects. Jet Force is absolutely stunning. ▽

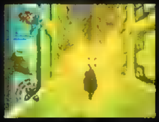


HOMING ROCKET LAUNCHER

Another weapon that utilises Rare's new-found fondness for locking-on, the homing rocket launcher provides pinpoint accuracy and will also take out anyone in close proximity to the target.

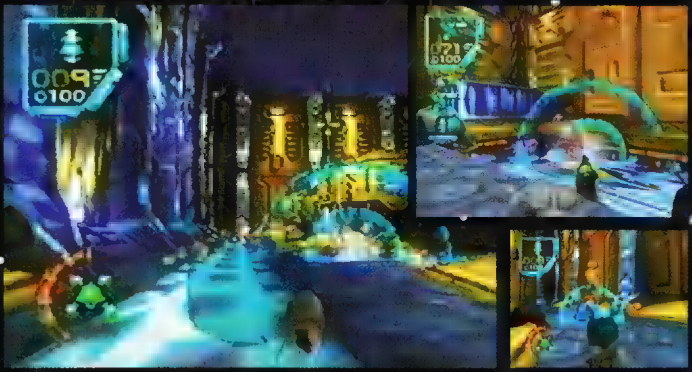


△ *You'll have hours of fun with this little beauty.*



HAND GRENADE

Never before has a grenade wreaked such pretty violence. Chuck one of these beauties and you're treated to a series of iridescent blue shockwaves and various body parts flying through the air.



CE GEMINI

It could be the best shoot-'em-up you'll ever get the chance to play. Join us as we take a closer look at Rare's blast-fest in space...

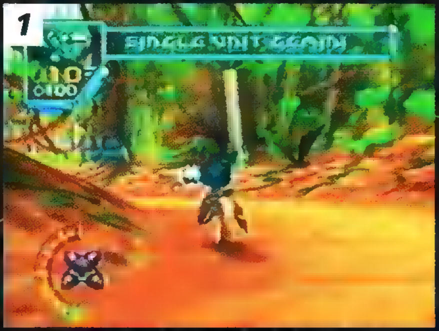
GO! GO!

PAK TO THE FUTURE
Whilst Rare's next game to hit the shelves – *Donkey Kong 64* – will only run with the expansion pak in place, Rare are still deciding, last-minute style, whether to implement it for *Jet Force Gemini*. What's clear to us is that the game is currently running at blistering speeds and looks stunning – a jerky hi-res mode, then, wouldn't actually help matters. But you never know.

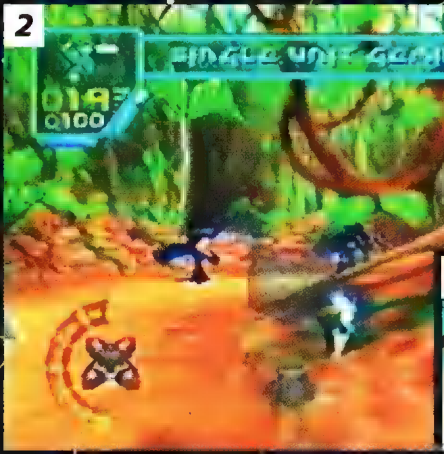
CAMERA-DERIE
Rather like GT's *Duke Nukem: Zero Hour*, *Jet Force Gemini* is a third-person blast-fest. And again like *Duke Nukem: Zero Hour*, *Jet Force* gets around camera problems by fading our heroes out when they get too close to the camera, such as when they back into a wall. It's an incredibly smooth and seamless effect, developed to keep the action as, well, action-packed as possible. Very nice indeed.

INTO THE WOODS

Jet Force Gemini is all about battling it out with big guns. Here's just a taster of some of the intergalactic enemies you'll stumble across and the methods of attack they'll use to try and blast you away.

1


1 *This woodland corridor leads to a forest village populated by the fluffy, Ewok-style aliens that you're sworn to protect. Somehow, though, it seems almost too safe...*

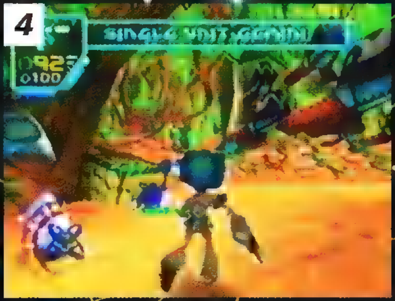
2


2 *Aha! Unfortunately, Mizar's troops aren't too keen on letting you complete your mission. Which is bad news for them; you may be short and cute, but you've got a large gun.*

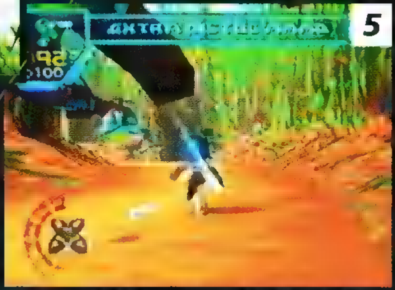
3

3

3 *Which is just as well, as they'll try to reduce you to a pair of smoking space-boots from everywhere possible, hence this treetop sniper.*

4


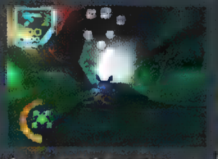
4 *Drafting in reinforcements, the villains call in a squadron of airborne robots to finish the job. They swoop in, in a Galaxian-style wave formation.*

5


5 *Jet Force Gemini's AI routines allow the jet-powered droids to give chase in a highly intelligent manner. You'll never outrun them, and you'll never shake them off...*

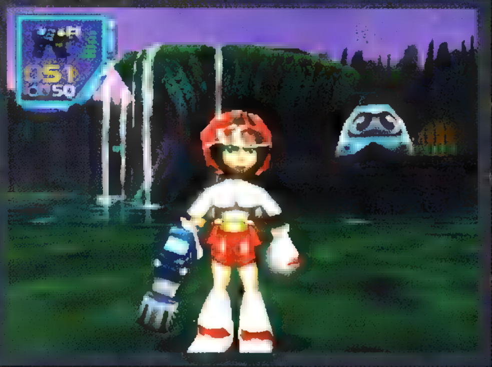
6

6 *...So it's time to spin around and take the pursuing automatons out of commission. Thankfully, the trusty machine gun is more than up to the job.*



△ *An underwater section – swimming is Vela's special skill.*

Juno and flying robot chum Floyd the Droid. ▽



Described by Martin last month as a "turbocharged version of *Body Harvest*", *Jet Force Gemini* is well on its way to becoming the best, no-holds-barred, shoot-'em-up you'll ever play. Which *isn't* an exaggeration.

And that comparison is looking more apt than ever, thanks to our latest playtest of the game. It features a selection of weapons that look set to outdo *Turok 2*'s in terms of devastation, balance and all-round graphical whizz-bangery. And it moves with a speed and smoothness that beggars belief. In fact, Rare's first game for 1999 is going to put huge grins on millions of faces worldwide when it's released, hopefully, this September.

Yep, September. The game's slipped again, unfortunately, but this time that's the fault of Nintendo themselves rather than Rare's obsessive perfectionism. Whilst the game itself is practically complete – there was very little that seemed unfinished back in May, at the E3 show – some cosmetic changes, as we speak, are being wrought.

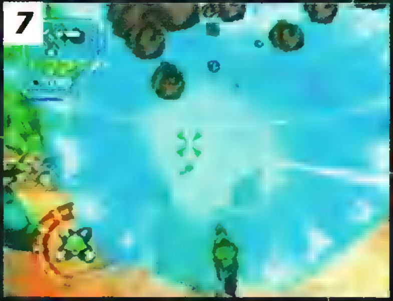
Apparently, Nintendo expressed some concern over a game starring two bug-eyed children and their dog, destroying hordes of insectoid creatures with the aid of planet-shaking weaponry. As a result, Rare are making some last-minute changes to the game, tweaking Juno, Vela and Lupus to make them look taller and older. It's not something that should take a vast amount of time, and besides, Rare have got to get the game out fairly soon to avoid it clashing with their other two masterpieces, *Donkey Kong 64* and *Perfect Dark*, out in November and December respectively.

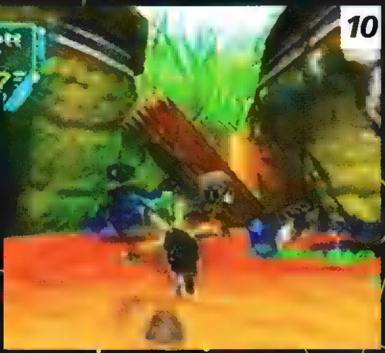
But there's every reason to believe that *Jet Force Gemini* is going to be worth the (protracted) wait. The three character system – consisting of the twins and the psycho mongrel Lupus – puts more of a team spin on the frantic, trigger-happy action, as each protagonist takes their own route through the game's 120 stages. As such, it's imperative to get to grips with each character in order to overcome the various, individual objectives stuffed throughout the three routes. For instance, Lupus is equipped with paw-mounted rockets, enabling him to fly for short periods; his levels take full advantage of this, with canyons to be traversed, towers to be scaled and platforms to be reached. All three characters then meet up at the end of the game to take on Mizar, intergalactic tyrant and all-round bad egg.

As well as offering a meaty single-player challenge, *Jet Force* will also come

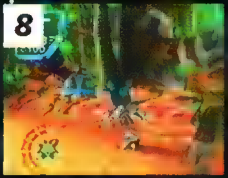
MASTERY ...Jet Force's weapons look set to outdo Turok 2's in terms of devastation, balance and all-round graphical whizz-bangery.

7 Just when you think you've dealt with the robots, you walk into an explosive ambush, courtesy of heavy weapon-toting bugs.



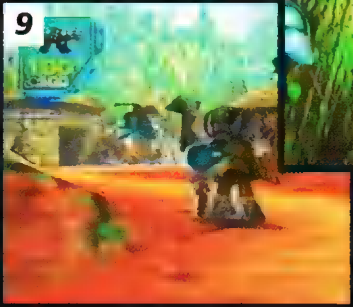


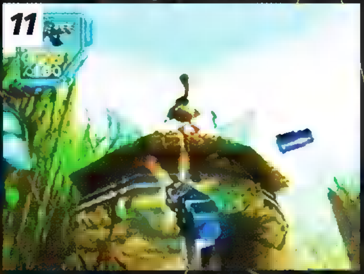
8 And, in the midst of all the fire and smoke, an innocent alien stands vulnerable. Thankfully, running up to him will save him.



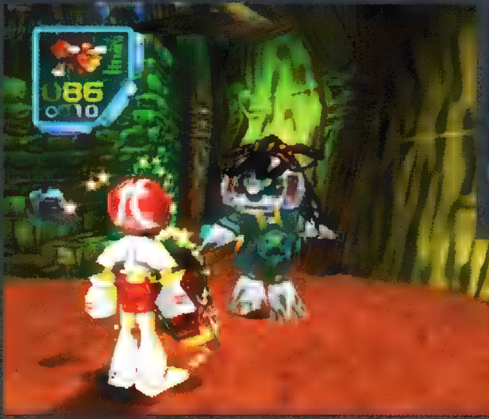
10 Of course, the village is crawling with Mizar's insect soldiers. Best to mow them all down, although you'll have to be accurate, as some hold the good aliens hostage as you attack.

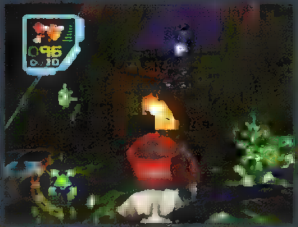
9 At last, you've reached the village. Be careful not to shoot the flat-headed fluffbags, as each dead alien counts against you. And they make a hell of a mess.





11 Remember to scan all around you, as waves of bugs will attack from every vantage point. Thankfully, a volley of well-placed shots will teach them some manners.





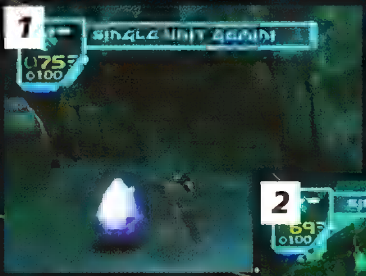
△ Goo everywhere. Best kill them bugs, and kill 'em good, eh?

◁ That chap's name is Jeff. He's the leader of the furry good guys.

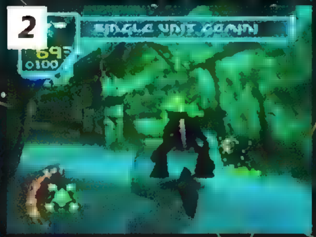
complete with extensive multiplayer options; as well as the usual four-player deathmatch, there'll be a capture the flag mode, a two player co-operative game (with one player assuming the mantle of hovering sidekick Floyd the Droid) and, intriguingly, a racing game. We've already seen sections of the game that involve *Wipeout*-style hover ships, along with transforming ground-air-water vehicles, so it's safe to assume that these will feature in some way in the four player frolics.

Throw in exo-skeletons, legions of horribly shrieking insect enemies, a host of marvellous cut scenes and some truly fantastic, *Blast Corps*-style military music, and *Jet Force Gemini* looks, month after month after month, to be getting better and better and *better*. We'll have a review very soon.

SURPRISE ATTACK!

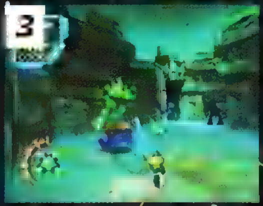


1 A line of Single Force Geminis – 100 of which will grant an extra life – tantalisingly lead the way into this stone-clad alleyway. Should we follow them?

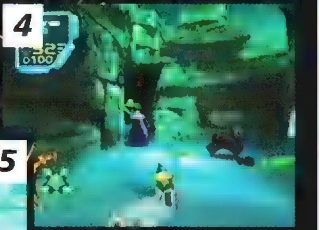


2 Well, why not... oooops. It was a trap – swarms of drone bugs converge on your position, ready to put a halt to you once and for all.

3 With Jet Force's handy lock-on, though, it's simplicity itself to take on more than one enemy in a shooting match. A pity we've only got the pistol, here, though.

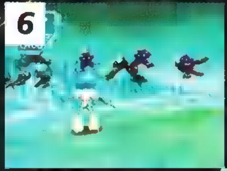


4 And they keep coming. You'll encounter hordes of enemies at any one time in Jet Force, and they work intelligently together, offering cover fire for each other and circling behind you.

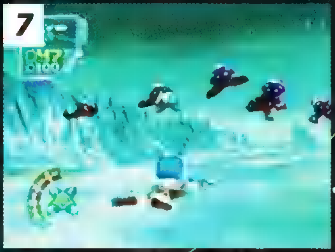


5 At last, you're out of the narrow alleyway, into a wide open area and face to face with a phalanx of formation-flying robot warriors.

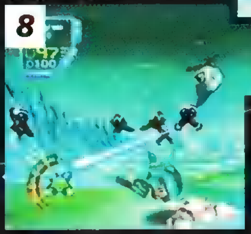
6 Just as you think that – should they stay in formation – you can take the robots down in no time, they split up and fight independently, each with their own attack patterns.

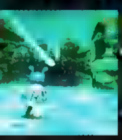


7 Each of the Jet Force characters has several moves to use. Here, Vela drops to the ground and rolls out of the way of the attacking robots.



8 Crawling away on her belly, Vela can use the terrain and lack of height to minimise the robots' chances of hitting her. And at the moment we seem to be outgunned...



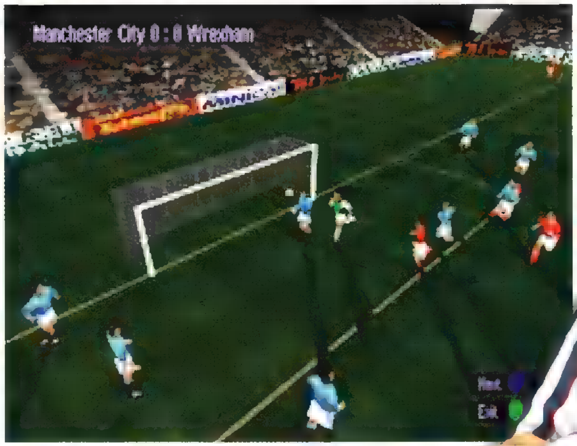


9 ...so a brief retreat is called for, to see if there's anything where the ambush started that can help. Some heavier weaponry wouldn't go amiss, for a start...

TO BE CONTINUED... There'll be plenty more on JFG over the coming months.

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA



PREMIER MANAGER 64

The N64's first footy management game. The verdict's in...

70

N64 MAGAZINE ARENA

HOW IT WORKS

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

Guide to scoring

Because N64 carts are so expensive, [illegible] won't award our Star Game until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above	*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge.*
84% - 70%	*If we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*
69% - 50%	*Every so often there comes along a game that's perfectly playable but just isn't special in any way, and simply doesn't make good use of the N64.*
49% - 20%	*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*
19% - 0%	*The disaster zone. There have been a couple and we've not shied away from telling you the whole truth about them.*

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics. Does the game reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off?

9 MASTERY

How well does the game make use of the incredible hardware?

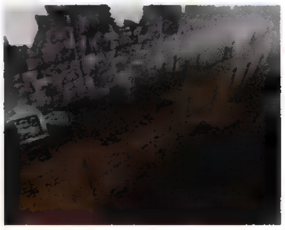
9 LIFESPAN

You'll want weeks of play but does the game peter out prematurely?

VERDICT

How much fun is this game going to give you? Look to the left to see how this works.

SHADOWGATE 64



First person RPG ahoy! Be a halfling, wander around some corridors and, um, that's about it.

GO TO PAGE 76

SUPERMAN

The worst game ever? Well, it's pretty damn close. Find out why here...

GO TO PAGE 77

IMPORT ARENA

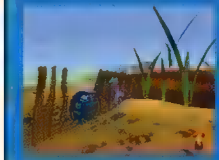
The games they're playing in America and Japan.

MARIO GOLF

Golf. Pretty boring, right? Well, Mario changes that...

GO TO PAGE 80

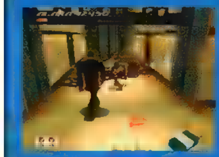
A BUG'S LIFE



Oh dear, another movie licence wasted in the most pointless manner.

GO TO PAGE 82

FIGHTING FORCE



Stinking PlayStation port on N64 shocker.

GO TO PAGE 83

Team 64

The N64's first football management game has proved to be a bit of a cracker. So, we decided to challenge other Future magazines to a couple of friendlies. Here, then, is Football Team 64...

Pete Travers
Pete, being 84 years old, is understandably not the quickest man in the team. However, being bafflingly attractive to women, we invited him along so we would get to speak to some. Well, stand near to them, anyway.
Game of the month: Mario Golf

Wil Overton™
Wil was the manager of the side – in the vein of, say, Ron Atkinson – with his 1970's tracksuit and 1940's haircut. "Right lads, this is how we'll attack... er, sorry, football is the game with the two things at either end, right?" Tsk. Gimp.
Game of the month: Mario Golf

Paul Edwards
Paul, who a) plays guitar in a band and b) is a surfer 'dude', wanted to play in the team solely to get signed up to do a shampoo commercial. "Look at my hair!" he said. "It's like Jennifer Aniston's." Later, he was sacked.
Game of the month: PM64

Andrea Ball
Due to Andrea – get this! – having Ball as a surname, and also slipping like a horrible, grotesque-looking, slimy snake, out of the photo shoot, this month, we put her face onto our football. She deserves it, believe us.
Game of the month: PM64

Jes Bickham
"I always look terrible in these photos," said Jes. "Luckily, I'm great at footy – at least the equal of Paul Mariner." Within five seconds, Jes had broken both legs, scored two own goals and smashed old Mr Grimrump's greenhouse.
Game of the month: Mario Golf

Martin Kitts
Kittsy's the hard man at the back, scything down opponents with scant disregard for bones and muscles. Indeed, The Kittster – known as 'Serial Killer Martin Kitts' in footie circles – enjoys collecting up the skulls of his victims.
Game of the month: Mario Golf

Justin Webb
Justin likes to refer to himself as a creative midfielder. A more apt description would be someone who ponces about in the middle of the park, looking for the ball and inevitably not finding it. Still, nice beard.
Game of the month: Superman

Tim Weaver
Serious-looking Tim is the captain of the side: INSPIRATIONAL, A WONDERFUL LEADER, HIGHLY AMUSING and A HIT WITH THE LADIES (Sorry Jes, I had to edit some of that – Tim), he really rates himself AND SO DOES EVERYONE ELSE.
Game of the month: PM64

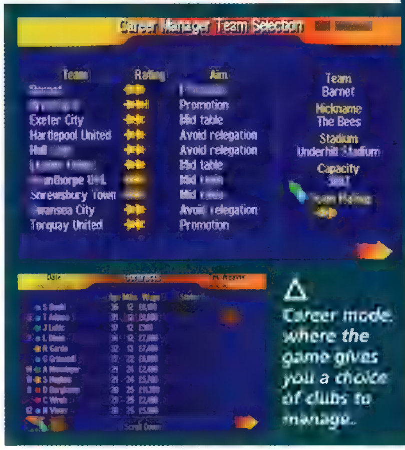
PREVIOUSLY IN N64 *We Specially Investigated Premier Manager 64 in N64/19.*

STATS ENTERTAINMENT

Although the match highlights could very definitely have been better, they do provide a pleasant change from management games of old, where you had to watch a screen full of numbers and fluctuating possession bars to get an idea of how well your team were doing. Luckily, if the idea of watching your goals go in via a briefly appearing number is your idea of fun, *PM64* has all you could ever want. Well, a screen full of numbers and fluctuating possession bars, anyway. It's not quite as pretty, but less traumatic; at least you don't get to watch your defenders passing the ball across their own six yard box to an opposing attacker.

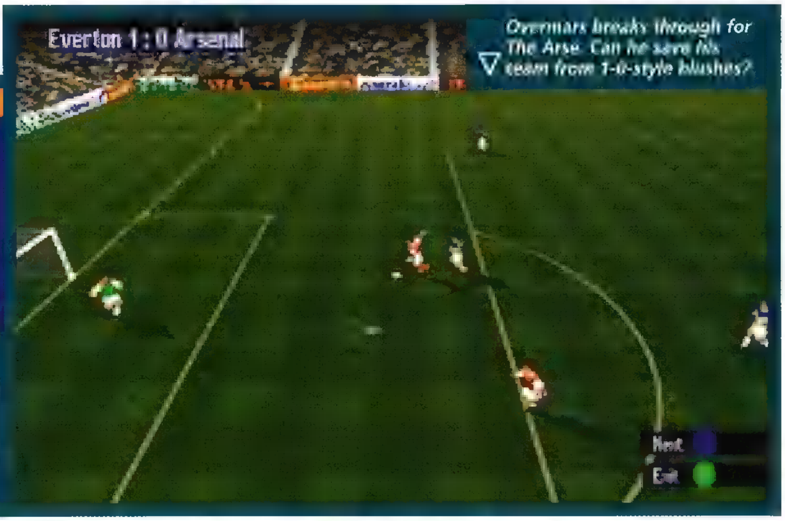
Pre-Season Friendly
Leyton Orient
Peterborough Utd

Pre-Season Friendly
Leyton Orient
Peterborough Utd


Career Manager Team Selection
Team
Rating
Aim
Team
Barnet
Nickname
The Bees
Stadium
Underhill Stadium
Capacity

Team	Aim
Exeter City	Mid table
Hartlepool United	Avoid relegation
Hull	Avoid relegation
	Mid table
Scunthorpe Utd	Mid table
Shrewsbury Town	Mid table
Swansea City	Avoid relegation
Torquay United	Promotion

Career mode, where the game gives you a choice of clubs to manage.

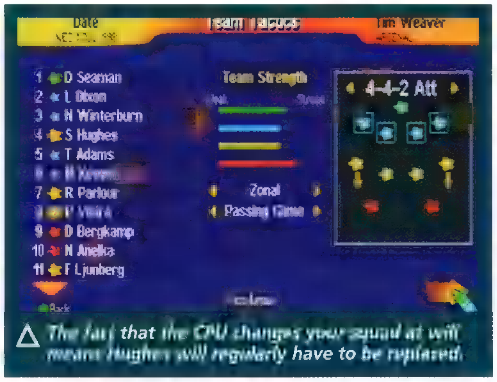

Everton 1 : 0 Arsenal
Next
Exit

Overmars breaks through for The Arse. Can he save his team from 1-0-style blushes?

PREMI MANA

Transfers, sponsors and away days at Burnley finally arrive on your N64...

Perhaps The Messiah's magic touch has deserted him. First he takes over full time as England boss, grabs a lucky 0-0 draw with Sweden and then watches as his team plays out the most boring 1-1 draw the world has ever seen in Bulgaria. And now barely a few months later, the Keegan-endorsed *Premier Manager 64* appears on the world's loveliest console.


Date
Team Tactics
Tim Weaver
Team Strength
4-4-2 Att
Zonal
Passing Game
Back

1 D Seaman
2 L Dixon
3 N Winterburn
4 S Hughes
5 T Adams
7 R Parlour
9 D Bergkamp
10 N Anelka
11 F Ljunberg

The fact that the CPU changes your squad at will means Hughes will regularly have to be replaced.

And it's slightly-less-than-perfect. Okay, so it's still really good – really, *really* good in places – but it's not brilliantly, better-than-ever good. See, there's very definite problems with *PM64*; and, annoyingly, they're the same problems that afflicted the PlayStation version a couple of months back. Little niggly things that could have *so* easily been sorted out between then and now. They don't necessarily affect the game as a whole, but they *do* prevent the N64's first football management game from feeling perfect. Which is a shame.

But, worry not. *Premier Manager 64* is still a fantastic feast of football...

Arsenal 0 : 0 Inter Milan
Next
Exit

The Champions League provides a fantastic opportunity to test yourself against the best. And then get sacked.

INFO BURST

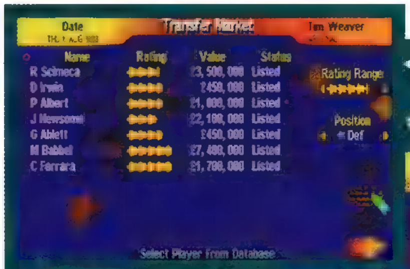
PREMIER MANAGER 64

FROM:	Gremlin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
GB PAK:	✗

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
TBA	July	TBA

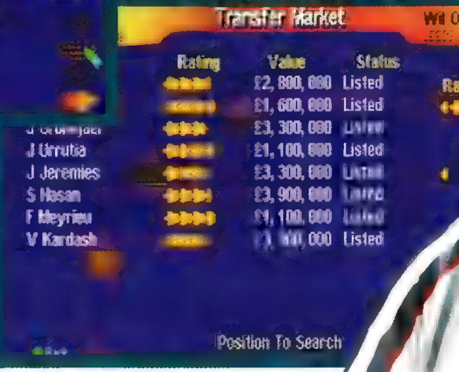
COST: £40



Name	Rating	Value	Status
R Scimeca	★★★★	£3,500,000	Listed
D Irwin	★★★★	£450,000	Listed
P Albert	★★★★	£1,000,000	Listed
J Newsome	★★★	£2,100,000	Listed
G Ablett	★★★★	£450,000	Listed
M Babbel	★★★★★	£7,400,000	Listed
C Ferrara	★★★★★	£1,700,000	Listed

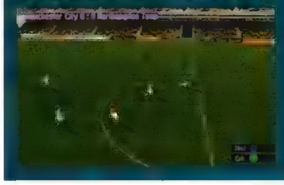
Shopping around for a defender. £3 million for Ricardo Scimeca?!

The depth of PM64 is impressive. You certainly won't be short of stats.



	Rating	Value	Status
J Urrutia	★★★★	£1,100,000	Listed
J Jeremies	★★★★	£3,300,000	Listed
S Hasan	★★★★	£3,900,000	Listed
F Meyrieu	★★★★	£1,100,000	Listed
V Kardash		[illegible]	Listed

There are a variety of camera angles to watch the action from. This is one.



ER
GER 64

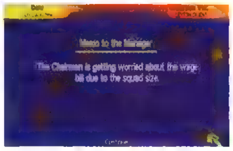
HARDEST GAME IN THE WORLD

Four hard winter months in the life of a Premier Manager…

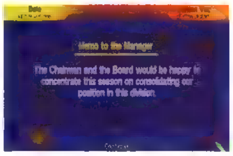
GaMERS
24th/25th July

CHAIR MARE

One of the most annoying things about *PM64* has to be its chairmen. Fair's fair, you expect the men in suits to have *some* say in the way you run the team (and, let's face it, the club too), but all too often they tell you the squad needs streamlining then pounce on you when you start putting players on the transfer list. Which leaves you in an interesting dilemma: you've got to sell players, but you're not *allowed* to sell players. Unfortunately, there isn't really a solution. You've just got to try each of your players and see whether he allows you to put them on the transfer list. And, of course, the knock on effect is that you can't buy until you've sold, so things really slow down to a halt when it comes to wheeler-dealing.


Memo to the Manager

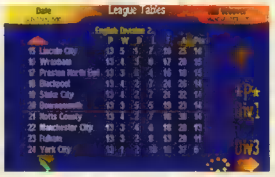
The Chairman is getting worried about the wage bill due to the squad size.


Memo to the Manager

The Chairman and the Board would be happy to concentrate this season on consolidating our position in this division.

November

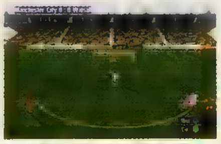
1 Third from bottom after a disastrous start (including an embarrassing 5-2 home defeat by Wigan), the Second Division league table makes for depressing reading. But, in case you've any need to, you can peruse any of the four divisions, any time you want.



Man City 3-1 Notts County

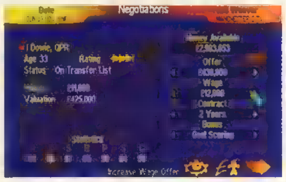
Bournemouth 1-1 Man City

2 A disappointing away draw at Bournemouth spells the need for change. And to raise funds for potential transfers you have to transfer list players. No club buys rubbish, so sometimes it means selling your best players. Even if you're Manchester City.


Man City 2-1 Walsall

Colchester 3-2 Man City

3 Erratic form means new faces are needed. So a couple of player sales later and we've got the necessary funds together. The transfer list is really very simple to get to grips with – merely choose your position and star rating. Oh, look… a cut price Ian Dowie!



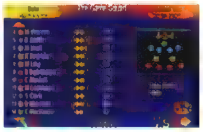
I Dowie, QPR
Age 33 Rating
Status On Transfer List
Valuation £425,000
Offer
Wage
Contract
2 Years
Bonus
Goal Scoring

Man City 2-4 Chesterfield

GO! GO!

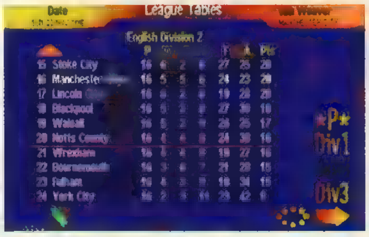
LOOSE CHANGE

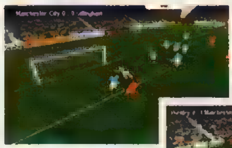
A question that desperately needs to be levelled at *PM64* is why it feels it necessary to change your squad round every time you play. Take, for example, our season in charge of Arsenal. Naturally, we put Petit and Vieira into midfield from the start, being as they are top quality players. Next match, however, we came to check on our squad just prior to a big game and the CPU had replaced Petit with Grimandi. Why? Who knows. Petit wasn't booked or injured. Which means things become pretty laborious pretty quickly, as you're reduced to changing round your squad *every single time you play*. Surely Wenger never had to do this…



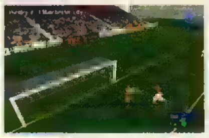
December

1 Despite two defeats on the trot, we've managed to recover a little and have worked our way up to 16th, four places off the relegation zone. The Chairman won't put any immediate pressure on, but come the new year he'll be wanting to see a turnaround.


Date
League Tables
English Division 2
Div1
Div3



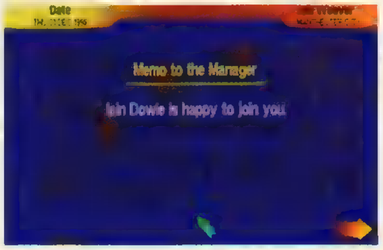
Man City 2-1 Gillingham



Burnley 0-2 Man City

Man City 3-1 Reading

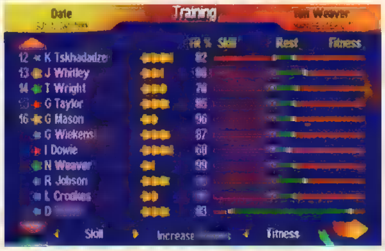
2 Finally, after much toing and froing, ladies man Ian decides to join the merry troop that is Man City. How did we manage to persuade him to join? A hefty £12,000 a week, some tasty win bonuses and a sizeable signing on fee. Let's hope he does the business.



Memo to the Manager

Iain Dowie is happy to join you

3 Ahem. There seems to be a bit of a problem: Ian's some way short of being match fit despite having already bagged 10 goals for QPR in the First Division. So, twiddle with the training regime, and you can concentrate more on his overall fitness than on skill.


Date
Training
Skill
Rest
Fitness
Increase

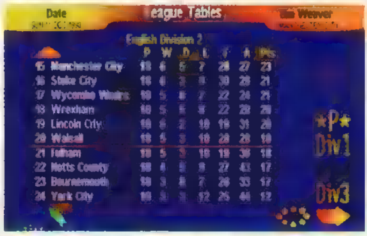
4 A couple of days later and he's on the road to recovery. However, because *PM64* has a realistic ageing option, Ian – at 33 – is going to take longer to get his fitness up than the younger players. Give him a rest, then? Put him straight in, more like…

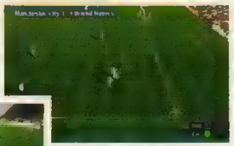
Date
English Division
Manchester City
Northampton Town
Match
Maine Road

Fulham 0-1 Man City

January

1 January and Dowie's already scored one, in an impressive away win at Fulham. Unsatisfyingly, though, and despite a massive four wins on the trot, we're still struggling in midtable. Our appalling run at the beginning of the season really cost us dear.


Date
League Tables
English Division 2
Div1
Div3

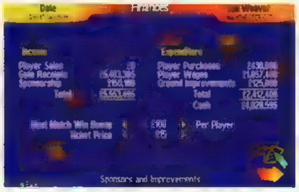


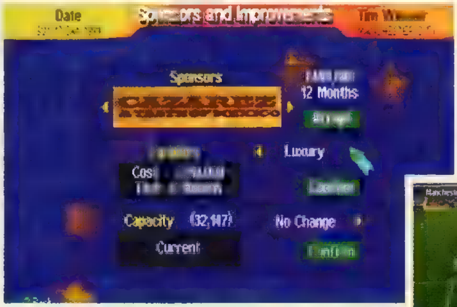
Man City 1-2 Bristol Rovers

Wycombe 1-2 Man City

Man City 2-1 Stoke City

2 Come this time of the season, it's just as well to keep an eye on the old finances. Gate receipts – ticket prices are adjusted from here – and player sales mean more money in the kitty for squad additions. You can also dabble with player bonuses here too.

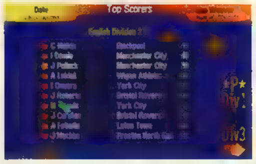

Date
Finances
Income
Expenditure
Total
Sponsors and Improvements


Date
Sponsors and Improvements
Sponsors
12 Months
Luxury
Capacity
No Change
Current

3 This is probably the more important of the two finance screens, dealing with sponsors and facilities. The most efficient sponsor is the one offering the most money, and facilities need to be constantly kept up together, or you get massive fines from the FA.

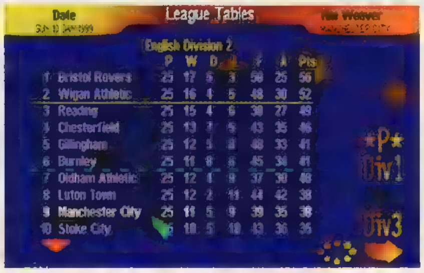
Man City 2-1 York City

4 Checking the top scorer lists is a useful way of tracking the best strikers in the league and, therefore, potential signings. As you can see, both Dowie and – surprisingly – midfielder Jamie Pollock have contributed significantly to the City cause.


Date
Top Scorers
Div1
Div3

February

1 Into the second month of the year and we're lying in a respectable ninth in the table. Things could be better but, then, they could also be a lot worse.



Date
SUN 10 JAN 1999

League Tables

English Division 2

		P	W	D	L	F	A	Pts
1	Bristol Rovers	25	17	5	3	58	25	56
2	Wigan Athletic	25	16	4	5	48	30	52
3	Reading	25	15	4	6	38	27	49
4	Chesterfield	25	13	7	5	43	35	46
5	Gillingham	25	12	5	8	48	33	41
6	Burnley	25	11	8	6	45	34	41
7	Oldham Athletic	25	12	4	9	37	30	40
8	Luton Town	25	12	2	11	44	42	38
9	Manchester City	25	11	5	9	39	35	38
10	Stoke City	25	10	5	10	43	36	35

Seven wins out of eight means we're on an upward spiral, with confidence high and team spirit *juuust* nice.

Manchester City 1 : 1 Preston North End

Man City 1-1 Preston

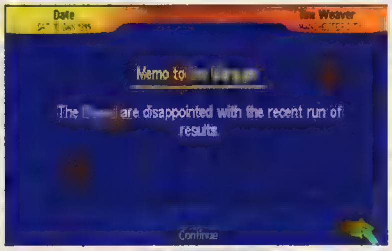
Blackpool 0 : 0 Manchester City

Blackpool 2-1 Man City

Manchester City 0 : 0 Wrexham

Man City 3-3 Wrexham

2 Three bad results on the trot and the Board are getting itchy feet. The problem is, being one of the bigger sides in Division Two, success is expected at Maine Road, and because we're not challenging for honours at the moment, they're a smidge unhappy.



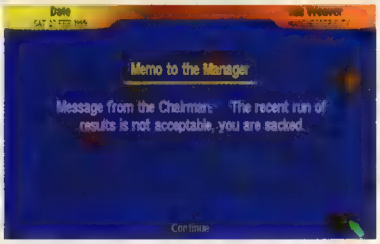
Date

Memo to

The are disappointed with the recent run of results.

Burnley 0 : 1 Manchester City

Oldham 1-0 Man City



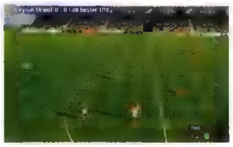
Date

Memo to the Manager

Message from the Chairman: The recent run of results is not acceptable, you are sacked.

3 Finally, their patience runs out. Barely a couple of hours after we come away from Oldham with nothing, the board announce its decision to sack us. We'll blame it on a string of poor performances, a leaky defence and Dowie's insistence on missing open goals.

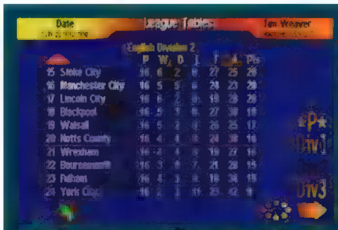
BAZMANIA
Whilst the match highlights might be a bit of a let down, at least you get to hear the dulcet tones of commentary king Barry Davies while you're playing. Okay, so it's a tiny bit prone to repetition – even though Gremlin tried to incorporate a clever random sentence system into the game – but at least there's loads of it and it's absolutely crystal clear. Oh, and as a bonus it's a far cry from Tony Gubba's mindless meandering in the otherwise perfect *ISS '98*.



There's an obvious problem with console football management games: there's just never enough space. Whilst the PC can play host to a database the size of a small continent, the more comfy confines of something like the N64 mean that that same database has to be comprehensively condensed, even if a developer upped the ante and went for a 256Mbit cart.

Strangely, this lack of space doesn't adversely effect *Premier Manager 64* too much. Because, with every Premier and Nationwide League team to choose from, there's more than enough choice, regardless of whether you're starting out or starting again. That said, the fact that the choice of managing an Italian Serie A team is no longer an option is a bit of a crushing blow. It was an attractive part of the PlayStation version (adding an extra element, and even more longevity to the game) and there surely can't be a good reason for dropping it.

Indeed, it's from here, that you start to notice just how much has been sacrificed for this 64-bit venture. Where, for example, are the Sky TV-style replays in the match highlights, where a red line maps out the route of the ball from your foot to the goal, along with the goalscorer, speed and distance? In fact, where are the replays *full stop*? For a game with such a large proportion of spectacular goals, you'd think a replay would have been an obvious inclusion (which it was for the PlayStation version). Additionally, where has the name bar gone that allowed you to see which player was in possession and, more importantly, which player was scoring your goals? In *PM64*, you no longer know *who* has the ball and, even more criminally, who has just buried that 25-yarder.

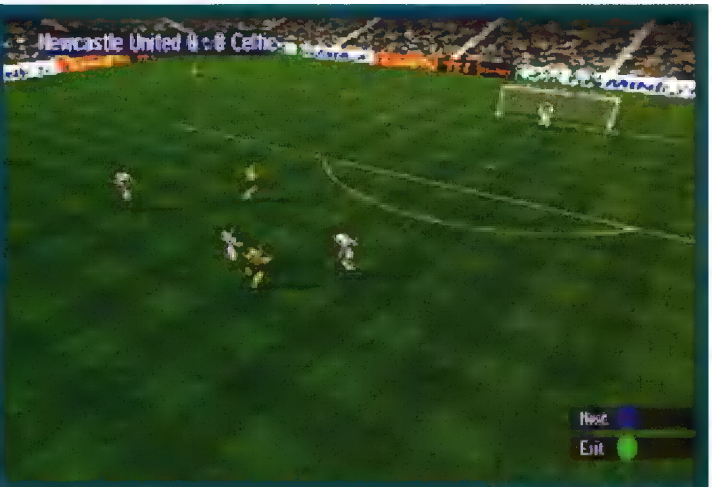


Date

League Tables

English Division 2

Four points off the relegation zone and in no way safe.



It's better than a screen of stats, but the highlights have some annoying niggles.

It seems bizarre that, in the transition from CD to cart, such obvious gameplay details should have been dropped. It's also hard to believe that the match highlights have been taken from an updated – *updated* – version of the *Actua Soccer 3* engine. *Actua Soccer 3*, mind, a game which moved at the speed of sound. Here, the engine pootles along at the pace of a Sunday league match – and, worst of all, the players seem to have lost even their most basic of AI routines. Watching in horror as your defender passes the ball straight to the opposing forward and then does *absolutely nothing about it* – not even as much as a tackle, or a chase, not *anything* – is like buying Paolo Maldini and

VISUALS

It's hard to believe that the match highlights have been taken from an updated – updated! – version of the Actua Soccer 3 engine.

GO! GO!

pluses and minuses

+

- A good-sized database of clubs.
- Plenty of tactics.
- Superb realism.
- Barry Davies commentary.

–

- A wealth of missing options.
- Poor highlights.
- Over-reactive chairmen.

If you like this...

ISS '98
Konami
[illegible]
Not quite the [illegible] but still a wonderful game of football.

6 VISUALS

Plenty of stats, but disappointing highlights.

7 SOUNDS

Fantastic, but repetitive commentary.

7 MASTERY

Let's hope *Actua Soccer 64* runs a bit faster than the *Actua Soccer 3* engine does here.

9 LIFESPAN

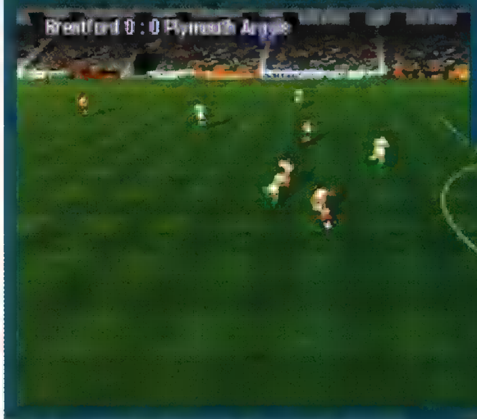
Conceivably forever. No one season's the same, and there are plenty of clubs.

VERDICT

Some absolutely shocking exclusions, but *Premier Manager 64* is still an enthralling slice of dugout action.

82%

▽ *Barry Davies' commentary is pleasantly diverse, if a little prone to repetition. Can't have it all, eh?*



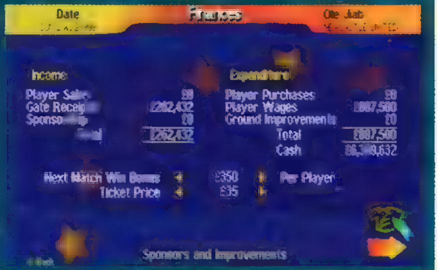
All Attack
Team Rating
Vs

△ *Premier League sides are a lot more difficult to manage.*

Premier Manager 2 on the Amiga is still, incredibly, the best version. ▽

▷ *It's not perfect, but then it is the only game of its sort on the N64.*

Exeter City 0 : 0 Cardiff City



Leeds United 0 : 0 F.C. Bruges
Next
Exit

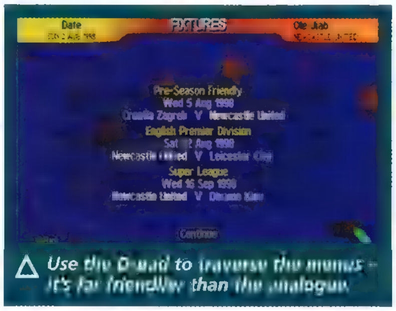
△ *Hiking ticket prices up gets you extra cash, but alienates the paying public.*

then realising you accidentally bought Eddie Youds. Surely matches shouldn't be decided on horrific AI errors such as this?

All of which might leave you to wonder whether there's actually *anything* good about *PM64*? Well, yes, there is. Plenty, in fact. But, there are such basic problems, you can barely believe they're even there. Particularly as most of them were either solved, or not half as bad in the PlayStation version *four months ago*. And it's exactly these things that spring to the fore as you wade your way through the game; leaving *PM64* as – initially, at least – a crushing disappointment. Persist though and things start to look a little brighter.

First, however, you've got to accept that, unfortunately, *PM64* isn't faultless.

Done? Then, you can start enjoying the game a bit, taking on the role of Gaffer at any one of England's 92 league clubs. And, perhaps the most impressive aspect of *PM64* is its incredible realism. Not only do you inevitably get punished for leaping straight into the hotseat at a top Premier League club – watch in disbelief as your Arsenal and Leeds sides go down 6-2 at The Dell – but things seem to pan out almost exactly as they eventually do in real life: teams like Aston Villa and Derby make a good stab of the title early on, and then fall away to be replaced by the powerhouse foursome of Man United, Arsenal, Leeds and Chelsea.


Date
FIXTURES
Ole Jiab
Pre-Season Friendly
Wed 5 Aug 1998
Croatia Zagreb V Newcastle United
English Premier Division
Sat 22 Aug 1998
Newcastle United V Leicester City
Super League
Wed 16 Sep 1998
Newcastle United V Dinamo Kiev
Continue

△ *Use the D-pad to traverse the menus – it's far friendlier than the analogue.*

Which means the only alternative is to learn your trade in the lower leagues – and that's where *PM64* really starts to take off. Keeping to budget, trawling the transfer market for non-league players, trying to attract sponsors, YTS schemes, training, contracts, win bonuses (if you can even afford them), stadium facilities, *everything* seems that much more important when your team are teetering on the edge of bankruptcy. And that's not to mention on-field performances, where between Saturday league matches, you pray for good cup draws and money from television to bolster up the kitty. (£25,000 from Sky for Hull's FA Cup draw with Leicester was big money we can tell you; in fact, we managed to buy a couple of nifty reserve team forwards from Bolton, and even got some change back to spend on the stadium.)

VERDICT *By buying PM64 you won't be buying into perfection. Far from it. But you will be guaranteeing long evenings of relegation dogfights.*

Tactics are where it really starts to count, though. And, fortunately, *PM64* offers up a wealth of playing formations, including Christmas trees, diamonds and wingbacks, as well as more traditional 4-4-2's and 4-3-3's. And, even though the match highlights are, for the most part, pretty poor, it does at least adjust your players' positions and tactics depending on what you've selected pre-match. Certainly, you can tell the differences as you attack, between a passing and long ball game, and also zonal and man-to-man marking at the back.

The real test of a management game of course is in its randomness, and *PM64* is, for long spells, pretty effective. You'll hardly ever see two scores the same – certainly not in close proximity, anyway – and every match will have different highlights. Some are over in seconds, with just one shot on goal, while some last for minutes, with chance after chance after chance. But, even so, the good work *can* be undone: half way through our first season for example, we played out two 4-3 home wins one after the other; and, more annoyingly, both saw us go 3-0 up before relinquishing the lead and then scoring a winner right at the death. Fortunately, these blips are pretty scarce, so be prepared for a more likely 1-0 win.

Which leaves *PM64* in an unusual position. On the PC, where every month there's a new management game to pore over, the sort of problems *PM64* has would mean a lukewarm reception (especially in the light of the staggering *Championship Manager 3*). But, on the N64, where there's less choice, it's hard not to advise against the game, even given its faults. And not only because it's our only football management title. But because, for a lot of the time it's also stupendously compelling to play.

So, don't be fooled: by buying *PM64* you won't be buying into perfection. Far, *faaaaar* from it. But what you will be doing is guaranteeing long evenings of relegation dogfights, irritating chairmen, satisfying 1-0 away wins at Rochdale and, who knows, maybe even promotion.

TIM WEAVER

WIN!

Tickets to see England thrash Luxembourg at Wembley PLUS the first copies of Premier Manager 64

Nationwide
PREMIER MANAGER 64

Well things aren't going too well for England at the moment, just as they didn't go too well for Tim in his ill-fated reign as boss at Maine Road. With qualification for Euro 2000 hanging in the balance, the lads with the three lions on their shirts really need to complete a morale-boosting tonking of poor Luxembourg in front of 78,000 partisan fans at Wembley before they take on the trickier Poland game that will mean the difference between play-offs and humiliation.

Despite earning more money in a week than most people make in two years, England's biggest superstars need your support to build their motivation and work them up into a goal-scoring frenzy, the likes of which hasn't been seen since Swindon were getting pummelled out of the Premier League.

How could you resist? (All non-English readers are excused at this point.) It's your patriotic duty to urge the boys to victory, to force Shearer's tenth into the back of the net by *sheer willpower alone*. Ah. But you don't have tickets, right? Well we've secured five pairs of tickets to the match. It wasn't easy – the promise of a goal avalanche means they're like exceedingly rare things indeed – but we've got them, and we're going to give them away to a lucky winner.

The match is on Saturday September 4th, so make sure you keep that day free!

As if that wasn't enough, our winners will also be some of the first people to play *Premier Manager 64*, with carts hot off the production line – and in your hands before the game's even in the shops. Damn fine prize, if you like your football.

What we want you to do

It's simple. All you have to do is answer these three simple questions. Write your answers on a postcard or the back of an envelope and get it into us by Friday 23rd July. THIS IS IMPORTANT! The first five correct entries out of the hat will win the tickets and copies of *Premier Manager 64*. Here are the questions:

1. Name the three most recent holders of the world transfer fee record.

2. Who scored Bayern Munich's goal in the Champions Cup final?

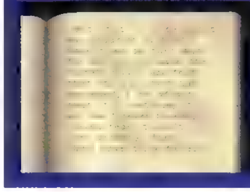
3. How many times have England lost to Luxembourg?

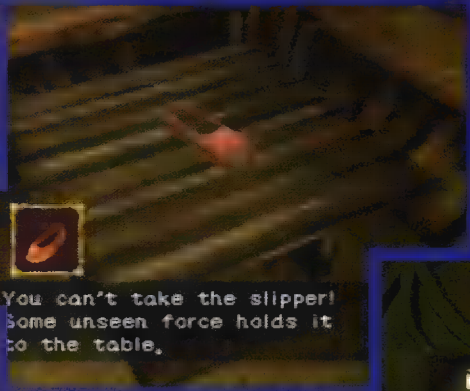
Think you know your footie trivia? Send us your answers and you could be on your way to Wembley.
The address? **Wem-ber-lee, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**
Remember, entries have to be into us by **Friday 23rd July**. Good luck!

PREVIOUSLY IN N64 We comprehensively covered Shadowgate in RPG News, back in N64/26

The House of Dreslin

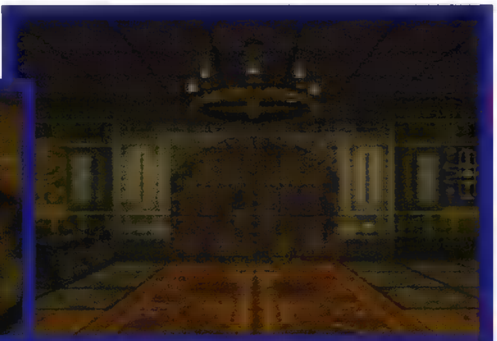
△ Books. Obviously. Reading the books is one of the game's better points. ▽





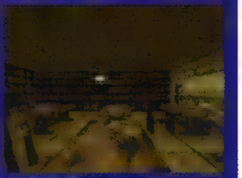
You can't take the slipper! Some unseen force holds it to the table.

△ Well, obviously. Does any of this make sense to you?



Outside is a lovely view of a graveyard. Pleasant place, eh? ▷

You yearn to leave this dead tower, but you are too big for the window.



△ Tables. With nothing on them.

SHADOWGATE 64

And verily, Shadowgate didst return..... (Dies.)

Sigh. We follow this game for months and months and *months* in RPG News, and then all we get is a game worthy of the pitiful score you've already peeked at in the bottom right corner of this page. And the reason for this? *Shadowgate* seems to believe that the player will enjoy a significant amount of time trudging up and down endless, indistinguishable grey and brown corridors. Very slowly. Whilst scouring and picking up every object in every room. *Shadowgate* is, simply, very dull.

If you're an aficionado of old-school RPGs, and don't mind tortoise-slow speed, being a halfling named Dell and text messages that read "You can't use that here", you may get marginally more enjoyment out of this than we did.

In fact, *Shadowgate 64* is pretty much identical to its NES predecessor: a first-person RPG that renders the freedom of a first-person view redundant as you've no choice but to follow the incredibly narrow route through the game. Which, when coupled with some instant death situations that come *with no warning*, can be very frustrating: one shining example sees you trudging through the sewers and then immediately drowning when you hit an indistinguishable puddle, for no other reason than it's deep. Hurrah!

It's a shame, because, at times, *Shadowgate* has a good sense of atmosphere. Rifling through the dusty books that you accumulate to get a sense of time, place and character is an interesting slant, but high points such as this get lost in the quagmire of boredom that *Shadowgate 64* becomes after about, ooh, 20 minutes of play. A shame.

JES BICKHAM

INFO BURST

SHADOWGATE 64

FROM:	Kemco
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	30 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

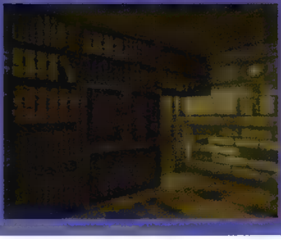
🇺🇸	🇬🇧	🇯🇵
Out now		TBA

COST: £40

TWISTED LOGIC

Here's an example of *Shadowgate's*, at times baffling, internal logic. Fairly early on in the game you find a selection of small statues, including a 'modern' man, apeman, fairy and elf. At one point you're required to place two of these next to a statue of a primitive man, in order to open a secret door. The obvious solution is to put the primitive and modern men down. But no! The puzzle requires the fairy and elf. Which begs just one question: Why?

Primitive Man Statue



Apeman Sculpture

pluses and minuses

➕
- Mildly intriguing story.
- It's like you're really trapped in a castle...
- ...on your own.

➖
- Slow as you like.
- Baffling puzzles.
- It's like *Zelda* never happened.
- Not much fun.

If you like this...

Castlevania
Konami
N64/27, 82%
Castle, er, vampire-hunting, vampire-killing fun.

4 VISUALS
Corridors. And more corridors. And some ghosts that appear, don't move, and disappear.

3 SOUNDS
Footsteps. Doors creaking. The cunningly recreated sound of silence.

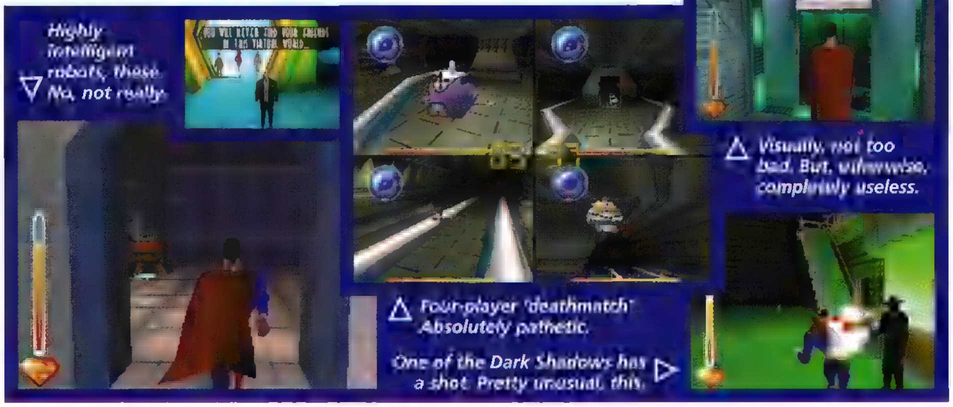
5 MASTERY
Well, there's quite a lot to it, but it's hardly innovative stuff. SNES-style, in fact.

5 LIFESPAN
Nostalgia fans may well stick with it, but the rest of you will get bored in no time flat.

VERDICT
Remarkably similar to the decade-old NES games, *Shadowgate 64* is a game lost in time. Too little, far too late.

43%

PREVIOUSLY IN N64 We thought this might be good in N64/17. We were very wrong.



▽ Highly intelligent robots, these. No, not really.

△ Four-player 'deathmatch'. Absolutely pathetic.

One of the Dark Shadows has a shot. Pretty unusual, this. ▷

△ Visually, not too bad. But, otherwise, completely useless.

INFO BURST

SUPERMAN

FROM:	Titus
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
Now	July	TBA

COST: £40

SUPERMAN

● A bit like Cooperman, but not as good.

If you backtrack a little, to page 32 in fact, you'll see that *Superman* is top of our import chart. Sadly, due to the constraints of magazine deadlines, we never had the chance to warn the poor unfortunates who unwittingly purchased a copy of this 'game' on the assumption that it might actually be alright. If only. *Superman* isn't alright. In any way, shape or form.

There's only a select band of games that can stagger you into silence with their utter ineptitude and *Superman* is one of them. From promising beginnings (i.e. there's no spelling mistakes on the title screen), the game quickly descends into astonishing crapness with a first level amalgamation of *Pilotwings*' ring contest, and three mind-blowingly awful sub games: one, where you have to stop two cars running over some pedestrians by lifting the vehicles up and throwing them a couple of metres away (?), the second where you have to lift a police car up and carry it along a stretch of road while some sinister henchmen fire rocket launchers at *each other* (?), and the third where you have to use your ice breath to extinguish three tornadoes (?). You can't help but nod your head, and just… wonder… why…

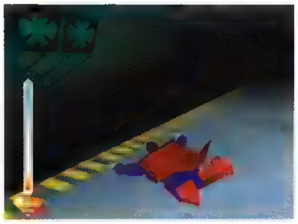
Unfortunately, it gets worse. Once you've completed *five brain-numbing levels* of flying through rings, you're whisked away to a 3D adventure, and the blood-draining horror of the game's control system is demonstrated in full. Pressing Z to get into the air, you then have to press B to fly. Fine. Except, the only way to *stop* flying is to crash into a solid object, preferably a wall. You then have to press Z to drop back down to the ground again. Predictably, though, the game doesn't always let you, leaving you hovering uncomfortably in mid-air. Add the fact that you always have to press forward to go forward, even if you're facing into the camera, *and* that one twitch of the analogue sends Supes darting about like he's just been picked off with an air rifle, and you have got a game on your hands that's virtually unplayable.

Rounding things off nicely is an eye-droopingly dull multiplayer mode in *spaceships*, some pleasantly angular visuals spoilt by the worst fogging we've ever seen, and a brilliant, *brilliant* sampled laugh, blurted out by Superman's arch rival Lex Luther every time he triumphs – which isn't, as you'd expect, hearty and evil, but a barely audible "hfff!". This alone almost made up for *Superman* being so hideous. But regrettably not quite.

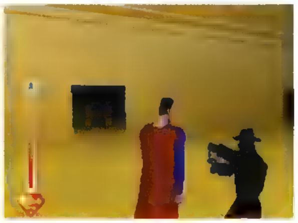
TIM WEAVER

Four reasons to hate Superman

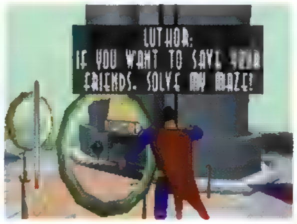
Don't believe a game can be so bad? Here's the proof…



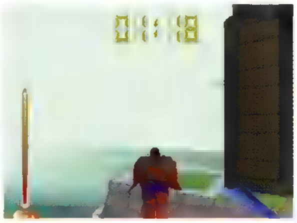
"Help, Superman! Lex has kidnapped us!"
"It's okay, Lois, if I can just use the analogue to regain some height… Nope, sorry, I'll have to take a raincheck on that kidnapping."



"Morning, Dark Shadow."
"Morning, Supes."
"Are you going to shoot me, Dark?"
"Nah. I'd like to. But I'm unable to shoot you when you get this close to me. Sorry about that."



"Solve my maze!" dares Lex.
"Right. So, by maze, then, you mean this long line of rings that start here and end in five and a half minutes time?"
"Er, yeah, that's right."



"There's someone in trouble in Metropolis!"
(Several minutes later.)
"Um, don't suppose anyone knows the way to Lexcorp, do they? I appear to be lost in all this fog."

pluses and minuses

➕
- Lex's fantastic laugh.

➖
- Dire controls.
- Unplayably bad.
- Tedious levels.
- Masses of fog.
- Stunningly basic Artificial Intelligence.

If you like this...

Mortal Kombat Mythologies

N64/11 (Import) 9%
Simil[illegible] 15%er [illegible] the [illegible] [illegible] ing.

3 VISUALS

Acceptable environments, absolutely *ruined* by fogging.

4 SOUNDS

Music straight from the animated series. Not too bad, really.

1 MASTERY

Staggeringly inept. Do Titus even *know* what an N64 *is*?

1 LIFESPAN

Can you bear it? That's the test.

VERDICT

An utterly hopeless, consistently appalling leper of a 'game'. Bordering on the illegal.

14%

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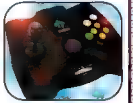

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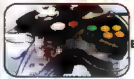

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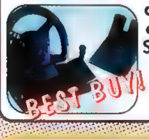

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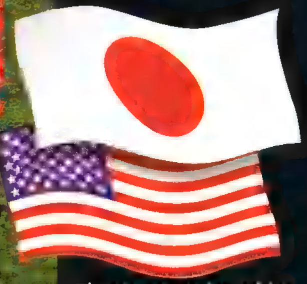


The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We previewed the superb *Mario Golf* in last month's issue.

MARIO GOLF 64

N64 MAGAZINE STAR GAME

A good walk ruined, or one of the best sports games around?

We really didn't know what to expect from this. At best, we were hoping for a *Mario Kart* of the fairways. At worst, something like a serious golf sim with cute characters. However, *Mario Golf 64* is very much its own game and, happily, another huge gold star for the little plumber's record of achievement.

The control system is simplicity itself. You press a button to start the sliding meter moving, press it again to set the power and press a third time to set the accuracy. A perfect shot earns enthusiastic congratulations from your opponents who, in the Mario tradition, remain the best of friends throughout. Once you get the hang of whacking monster drives right up the fairway, there's the little matter of wind direction and ball spin to take into account before you can start reaching par five greens in two shots.

The best bit about *Mario Golf* is the sheer variety of different games there are to play. After a little stumbling around the Japanese menus, we found stroke play, match play and skins for up to four players, as well as some more unusual variations – one game uses a slot machine to give you a random selection of just three clubs to complete the hole with. You can play individually or in teams, and even set a handicap for the less able players. If you just want to play on your own, there's the ring shot mode, time trials, a putting green, a driving range and all sorts of tournaments to try out, from straight battles with secret characters (Kong and Bowser lurk towards the end) to virtual multiplayer games against the computer. You can save any of your games (apart from time trial) at any point using the cart's three save slots, so you don't even have to play a whole round in one sitting.

The golfers are a mixed bunch – unlike *Smash Bros.* you don't get a whole load of classic Nintendo characters. Mario, Bowser, Donkey Kong and the gang are all present and correct, along with Baby Mario from *Yoshi's Island* on the SNES. Unfortunately there are also several 'ordinary person' characters. We couldn't bring ourselves to ever pick some anonymous bloke with a pork pie

INFO BURST

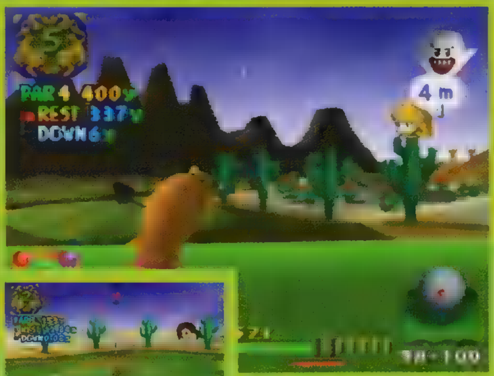
MARIO GOLF 64

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✓

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
July	TBA	Now

COST: ¥6800 (approx £35)



△ Peach [illegible] a drive out of bounds on the Shy Guy Desert course.

SIX OF THE BEST

SUPER SHOT

Press B to activate your special shot. Hit it spot on and you'll be treated to some great special effects – fireballs for Mario's slam, a rainbow for [illegible] and a noisy lightning strike for the powerful but inaccurate Wario.

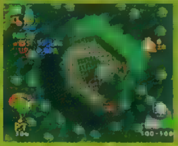
TAUNTS

Press the C buttons to taunt your opponent when he's taking his shot. Each character has four – a 'hurry up' taunt, a warning taunt, a mildly impressed 'mama mia' for when your opponent gets a lucky shot, and an extra, personal one.

ナイスオン!
オン グリーン

NICE ON!

Careful approach work is rewarded with a 'nice on!' from the announcer. The closer you get, the more excited his comments. If you manage to hit the pin you'll knock a monkey out of the flag, which is always nice.



CRAZY GOLF

What a top bonus game! Improve your putting skills, and earn a few extra points while you're at it. The courses are in the shape of numbers and letters, and we reckon a hole-in-one is possible on all of them.

TIME ATTACK

Get round a full 18 holes as quickly as possible. It doesn't matter how many strokes you take, although each wasted shot eats up seconds of valuable time. There's great scope for [illegible]. The best challenge here. Watch this space.

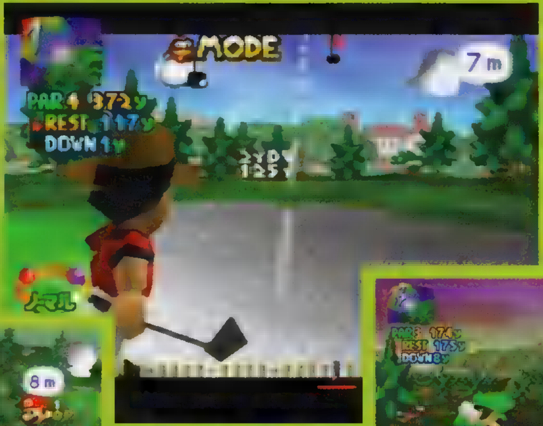
RING SHOT

Not only do you have to hit all the rings, you also have to complete the hole in par or below to earn a star. It's outrageously difficult. The trick is in knowing when to waste a shot to gain a winning advantage later on.

PAR 4 387y
REST 380y
DOWN
6m
1W
98-100

△ Get both the rings and make par. Not easy.

▽ Look at the curl on that. Realistic physics for you.



Tee shot on the 14th. Luigi won't get much distance against the wind.

PAR 3
REST
UP
PT
100-100

PAR 3 174y
REST 175y
DOWN
9m
98-100

△ Red Yoshi isn't having much luck.

8m
PAR 4 372y
REST
DOWN
1W
98-100

Now that's a really bad lie for your red Yoshi. Tough shot. ▽

4m
PAR 4 400y
REST
DOWN
1W

hat over the likes of Yoshi and Peach, no matter how good his stats are, so half of the available characters are effectively just there to fill up space.

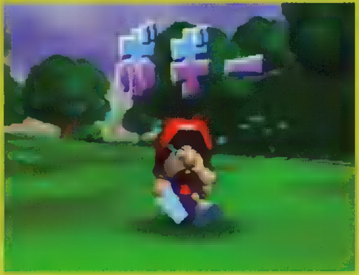
To earn an extra character to add to the four you start with, you'll have to beat them over 18 holes, on the course of your choice. You earn points just for competing, and extra bonuses for beating a particularly tough opponent or hole, and once you've accumulated enough, you open up a new course. There are six to find, with hundreds, then thousands of points required to access them. Since you only get around 50 points for an average game, it takes ages to see all the courses. What's particularly ingenious about this system is that you clock up a few points in every game you play, be it against the computer, with friends, or just on your own. It creates a terrific incentive to keep playing. Also, unusually enough, the weaker characters remain useful long after you've opened up the big hitters, because their superior accuracy gives them an advantage on shorter holes.

Mario Golf is top class. Even if most of it has been done before, in countless PC sims, and notably in *Hot Shots Golf* on the PlayStation (by the same developer, Camelot), it has never been done this well. Everything fits together nicely, from the subtle controls to the silky *Mario 64* course graphics. It won't appeal to ardent golf haters, but it will certainly win many admirers in the Nintendo fraternity.

MARTIN KITTS

CRY BABY

They can't take losing, this lot. Particularly the brattish Baby Mario, who bursts into tears if he fails to make par. There are animations and sound samples for all sorts of situations; we even saw Yoshi running around in the cutest ecstatic frenzy after Wil potted a hole in one on the 6th hole of the first course (much to the amazement of everyone in the office).



pluses and minuses

+
- Simple controls.
- Smooth graphics.
- Plenty of speech.
- The best characters in the world.

–
- Tricky to beat.
- It's basically *Hot Shots Golf*.

If you like this...

Mario Party
Nintendo/Hudson
N64/27 85%
More Mario multiplayer fun with loads of variety

ACCESSIBILITY

It doesn't take much to work out, although there *are* loads of little extras only those fluent in Japanese will appreciate. Probably best to wait for the US version at the end of the month.

8 VISUALS

Looks gorgeous. The characters are great and the grass looks as soft as velvet.

9 SOUNDS

Relaxing golfing tunes and loads of speech, combined with plenty of realistic spot effects.

8 MASTERY

The N64's fuzz filter makes the green world of golf look nicer than it ever has before.

9 LIFESPAN

With this many different game variations and a brilliant multiplayer mode, this will outlast most other games in your collection.

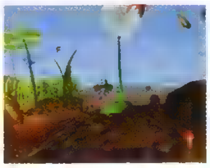
VERDICT

Mario continues to leap beyond the world of platformers, with yet another top quality game. It's only golf, but we love it anyway.

90%

PREVIOUSLY IN N64 We previewed A Bug's Life way back in issue 26. We did too.

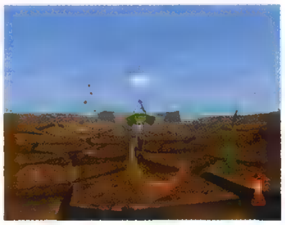
BEETLEWINGS



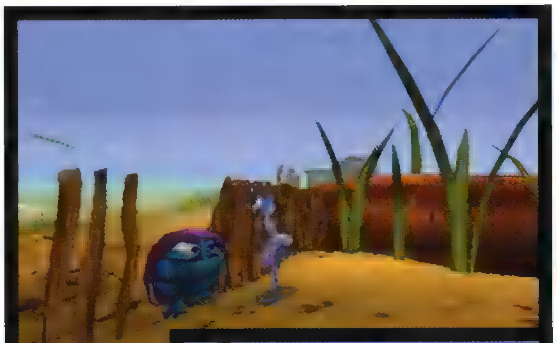
△ *Dandelion-flight-adventure ahoy!*

One of the slightly more enjoyable levels in *A Bug's Life* requires you – by using the handy floating properties of, yes, a dandelion – to float across a level populated by ant-eating birds. Of course, the dandelion is losing height all the time, so, in a *Pilotwings*-inspired move, 'thermals' (actually holes in the ground that, somewhat bizarrely, spew hot air) have to be used to regain height. It's a nice touch, except, the not entirely unsubtle pop-up means that you've no idea where the thermals are, until they appear right in front of your nose. Understandably, it's a little bit tricky. And certainly annoying.

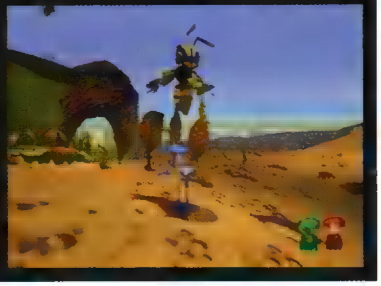
Three cheers for *A Bug's Life*, then, eh? Um, yes.



◁ *That's a thermal thing on the left, there. Good, eh?*

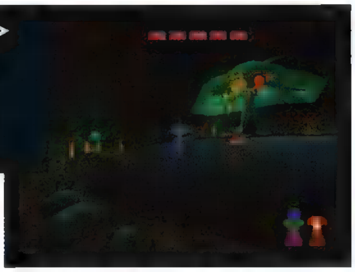


△ *Pelt him with berries, then jump over him sharpish.*



A wasp attacks, in a rare moment of excitement. ▷

A BUG'S LIFE



A boss encounter against a grasshopper called, er, Hopper. ▷

Take my Bug's Life, please.

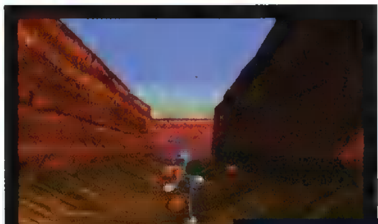
Hurrah! Another movie licensed game. And, like every movie-licensed game in the world ever – apart, of course, from *GoldenEye* – *A Bug's Life* is a wholly underwhelming affair. That a sparklingly, witty, animated film has been transmuted into a dull 3D platformer with absolutely nothing to recommend it over *Space Circus*, much less *Banjo-Kazooie* and – God forbid – *Super Mario 64*, comes as nothing of a surprise at all.

To be fair, however, the game *is* aimed at younger players, but we won't let that impair our judgement. We merely point out that a younger sibling, cousin or nephew may be happy with a perfectly enjoyable movie-inspired romp, whereas game-literate folk such as us can afford to be a lot more critical. And, chief amongst the criticisms that we have are that *A Bug's Life* is riddled with horrendous pop-up, single-path levels (that are *tiny*) and hopelessly inaccurate jumping. Enemy insects have a habit of either scuttling round in mindless circles and then darting towards you, or flying at you from outside of your field of view, falling through ceilings or otherwise simply attacking without allowing you to avoid them. Very frustrating.

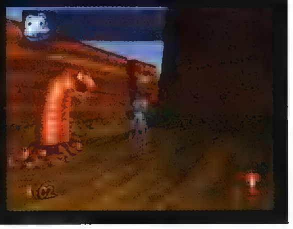
Also included is a skill-destroying auto-aim facility that immediately targets the nearest opponent, so that you can pelt them with berries. Although, it has to be said, that this is sometimes a boon, as the camera is wildly schizophrenic, swinging with manic, nausea-inducing elasticity whenever you try to manually adjust it. Nasty. Very nasty, indeed.

So then, *A Bug's Life* proves to be a simplistic, primitive platformer with the barest grasp of 3D mechanics. Roll on *Donkey Kong 64*, we say.

JES BICKHAM



△ *Little Flik, our hero. He's an ant, don't you know.*



You can't kill this evil worm. So just avoid him. ▷

INFO BURST

A BUG'S LIFE

FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	12 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
Now	Sept	TBA

COST: $50 approx £35

pluses and minuses

+
- It's based on a jolly good film.
- A three-year-old might like it.

–
- It's based on a jolly good film.
- Extremely simple.
- A very nasty bit of camera action.
- Appalling pop-up.

If you like this...

Banjo-Kazooie
Rare
N64/18, 92%
Colourful, sprawling and second only to Super Mario 64.

5 VISUALS
Colourful and cheery enough, but basic and full of nasty, nasty pop-up.

6 SOUNDS
Cheery tunes, vocal samples, insects scuttling about.

5 MASTERY
Lest we forget, this is a direct port of the same PlayStation game.

4 LIFESPAN
It's short, all too easy and any difficulty is only provided by the frustrating jumping.

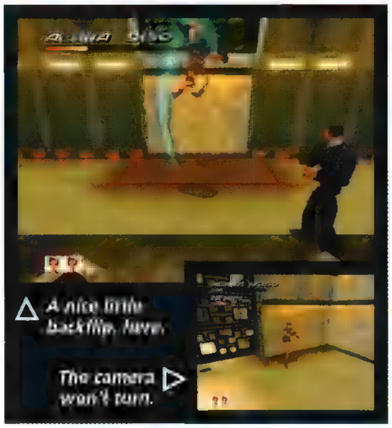
VERDICT
Bashed out cash-in of a great film that fails to make any impact whatsoever.

40%

PREVIOUSLY IN N64 We had some shots in news in N64/18. But let's forget about that.

FIGHTING FORCE

Core's first N64 game!


△ A nice little backflip, here.

The camera won't turn. ▷

We live in hope that one bright and shining day, greedy games developers and publishers will suddenly realise that third-rate PlayStation rip-offs are not going to fool N64 fans for the briefest of nanoseconds.

It's not going to happen, of course. Certainly not while there are Men In Suits making financial decisions based on converting the most uninspiring games they can find. And – get this – *Fighting Force* is one such game, following in the grand tradition of the risible *Nightmare Creatures*, a similar game to *Fighting Force*, and one that shares at least, ooh, 300 of its problems. Hopefully they'll soon realise we want more for our money.

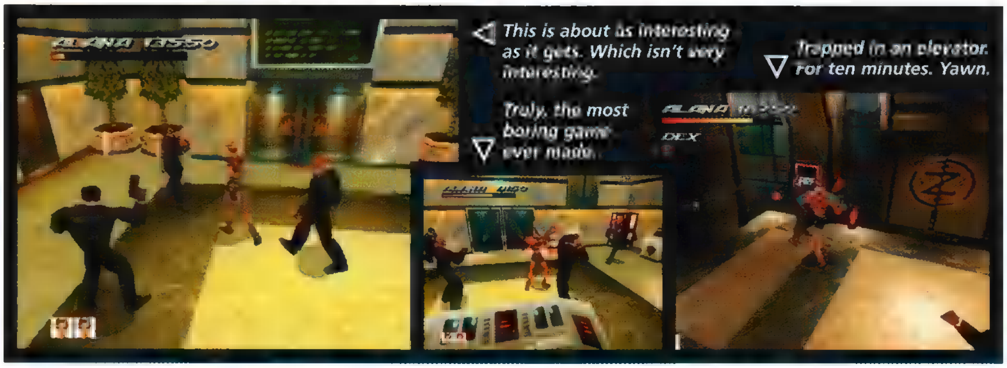
Ostensibly a 3D update of *Final Fight*, *Fighting Force* tries to be a free-roaming beat-'em-up. It isn't, however, as such a game would need at least in excess of four or five moves per character – at least – and require a bit more than interminably sequential room-sized areas in which zombie-slow thugs shuffle up to you, wait for a bit, remember what they're supposed to do, and then punch you.

And then there's the analogue control. Or lack of it. It's here that it becomes painfully obvious that Core have simply scrunched up a PlayStation CD and stuffed it inside an N64 cart, as the stick merely turns you, and *you have to press Z to run*. Astoundingly inept. And the camera is quite the worst we've ever seen.

Anything else of the slightest interest can be read here: you can pick up guns and crowbars, bash up cars and choose from four different characters. And that's about it.

Fighting Force, then. A waste of plastic, money and precious seconds of your life.

JES BICKHAM


◁ This is about as interesting as it gets. Which isn't very interesting.

Truly, the most boring game ever made. ▽

▽ Trapped in an elevator. For ten minutes. Yawn.

INFO BURST

FIGHTING FORCE

FROM:	Core/Crave
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 10 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 approx £35

FOUR CHARACTERS, POOR CHARACTERS

Fighting Force gives you the chance to play with four different characters, all of whom have differing abilities in the manner of every game that ever existed. There's Smasher who's – gasp! – slow but strong, and Alan who's – spook! – quick but weak, and Hawk and Mace who are – it can't be! – somewhere in the middle. We've seen them all before, under different names, in different games, and it matters not a jot which one of them you play with because you'll have turned the game off within ten seconds, run back to your local games emporium and demanded your money back. Unless you've read this review. In which case, you have been warned.

◁ Smasher. Big, slow and strong, obviously.

You hit them, they fall over. Repeat until bored. ▷

pluses and minuses

+ ● It's an N64 game.

− ● But one that you'll never want to play.

If you like this...

Fighters Destiny
[illegible]mes
N64/13, 86%
[illegible] but [illegible]

5 VISUALS Perfectly acceptable but completely undistinguished.

4 SOUNDS You hit someone. It goes 'whack'. They go 'thud'.

4 MASTERY It's a PlayStation game. And a particularly rubbish one, at that.

3 LIFESPAN The action is so repetitive that there's no incentive to play it. That and it being utter fish heads, of course.

VERDICT

Uninspiring, outdated and misguided from the outset, *Fighting Force* deserves nothing less than your utter contempt.

26%

FROM THE MAKERS OF: Planet GAME BOY PCGAMER N64 games master

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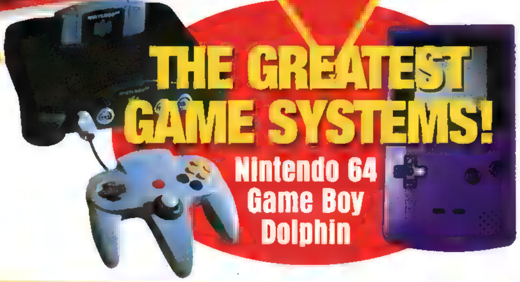

IN ISSUE 2

We play-test Premier Manager 64! Fancy yourself as King Kev? Don't miss it...

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Welcome to Club 64, the part of the magazine designed to help you get the most out of your favourite N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:

STAR WARS EPISODE 1: RACER

Clock up the fastest times with our guide to the first 14 tracks. 92

Club 64 MAILBOX 86
Got something to say? Say it here.

ACTION REPLAY 98
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Dr. Kitt's Game Clinic
Your gaming headaches are cured at the clinic. 107

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If the line's jammed, then stop off here for the best bits.

GAME ON 110
Challenges to make you swear!

I'M THE BEST 112
Only the very best make it in.

skill club 64
Now introducing the esteemed Platinum club. Join up here! [illegible]

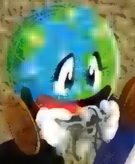
CONTACT 120
Buy! Sell! Swap! Or make a friend.

DIRECTORY 122
Check before you buy!

BACK ISSUES & SUBSCRIPTIONS 130

GO! GO!

Club 64 MAILBOX



Freaks, fancy dress and funky joypads. There's some real beauties in this month's Mailbox. Have a look for yourself...

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Bath BA1 2BW
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e-mail:
n64@futurenet.co.uk

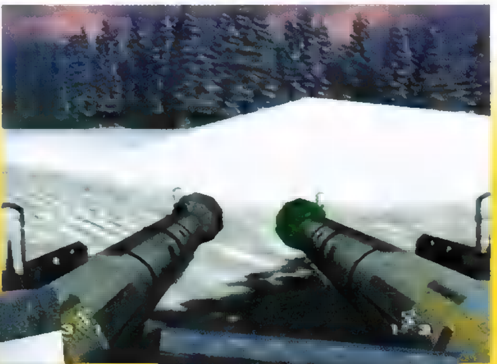
Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

N64 STAR LETTER

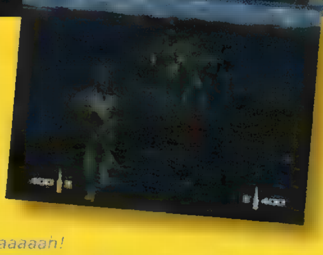
'Freaky rockets'

The other day, my mate Shane and I were playing *GoldenEye* with a couple of favourite cheats on (Invisible, Invincible, Infinite Ammo, Slow Animation and All Weapons) when something rather freakish happened. Pausing the game, I rushed downstairs, disconnected the video, rushed back upstairs and rigged it up. Freaky soldiers, freaky remote mines, freaky rockets, freaky lasers, *everything* just went bizarre. The results are captured on video, here.
Andrew Colley, West Yorkshire

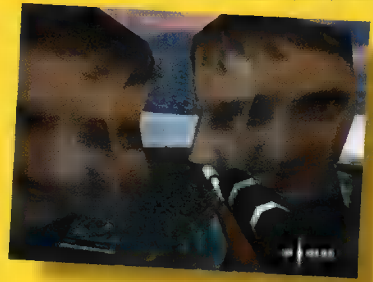
Brilliant. We were going to go easy on the old freaks department this month... but then this turned up. We especially liked the unusually green-tipped Rocket Launcher. Good work. **Ed**



The bizarre green-tinged Rocket Launcher.



Almost invisible soldiers. What's going on, here?

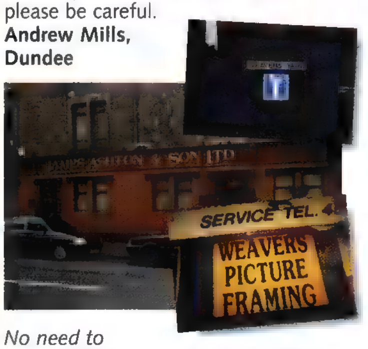


Aaaaaaaah! Horrible two-faced freaks. Just look at 'em!

Similar to last month's blindfolded freak shows. Stay away...

'Saddam'

I have uncovered a plot so dastardly Saddam himself would be proud. I have *proof* that James Ashton, ex-Editor of **N64**, is planning to murder Tim and his relatives in revenge for the Weaver family taking over the world. How, you say? Well, take a look at these photos: any number of Weaver-owned places, Tim becoming Editor of **N64** over James and now, even worse, James setting up his own funeral parlour in Dundee. Tim, please be careful.
Andrew Mills, Dundee



No need to worry, Millsy. James won't be finding his way home from Dartmoor in a hurry. **Ed**

'My sister'

This is maybe one for your 'Here's one I made earlier' compo but still… Here's a couple of pics of me and my sister 'doing' *Zelda*. In the first photograph, Link meets Malon (can you spot the Gold Skulltula?) and in the second Link is collecting Gold Skulltula tokens.
Clare Horscroft, Eastleigh

Correction corner

We're only human after all. Except Martin...

In **N64**/27 on page nine of your *Pokémon Snap* Future Look, the Ponyta you pointed out is in fact a Rapidash, which has *evolved* from a Ponyta. Basic error, that.
Lee Moore, London

Oh, evolved. So, we were kind of right, then. **Ed**

In your *Duke Nukem: Zero Hour* review, you said Ted Ninto was an anagram of Nintendo. Wrong. There's too many t's. Also, the picture itself says Ted Nindo, so you got that wrong too.
Chris O'Brien, Stevenage

Wrong schmong. **Ed**

In **N64**/29, you gave *Castlevania* a score of 82%, but in the Directory in **N64**/30 you scored it up as having 81%. Which one is right? 1% is a big difference, don't you know or something?!
Dave Hollis, Worksop

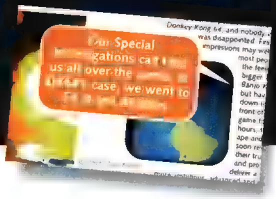
A biiiig difference. 82% is the right score. And it's all Pete's fault. **Ed**

In **N64**/29, you gave *Rampage Universal Tour* 22%, which according to your scoring chart should have had a red-coloured percentage. You, though, coloured it grey. Why? Answer me!
Chris Round, West Midlands

Grey, being dull, seemed more appropriate somehow. **Ed**

In **N64**/30's Special Investigations, your world map arrows were pointing to South America and into space. What's going on?
Simon Towne, Worcester

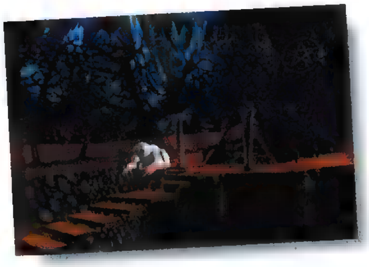
That'll be Rare's new HQ in Chile and on the Mir spacestation. (Leaves.) **Ed**



Great dressing up! Oh, and we spotted the Gold Skulltula in the tree too. The only thing is, you look like you're a little narked off with your sister. Was she making fun of your lovely tights? **Ed**

'Spooky'

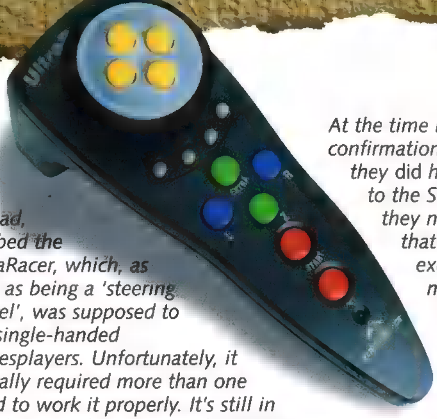
What's the story with your Ultra Release List? There's quite a number of games mentioned in the list that have never even been mentioned in the mag. For example, *Spooky*, *Rat Attack*, *Mud Monsters 4x4*, *Toe Jam and Earl*, and *Blues Brothers 2000*. Also, how can *Top Gear Rally 64DD* be released in the UK and US if the 64DD itself isn't actually coming out over here?
Matthew Mannion, Leicestershire



Actually we only include games in the Ultra Release List after mentioning them in the mag first. So, the games that you talked about have, at one time or another, been confirmed for the N64. Spooky *was a strange little horror game we previewed in* **N64***/10, while the puzzler* Rat Attack *was confirmed right at the beginning of* **N64** *Magazine's life. Both, unfortunately, disappeared without a trace.* Rat Attack *is still around (somewhere), but* Spooky *looks like it might have joined* Robotech, Buggie Boogie *and all on the development scrap heap. We try to keep our Release List as up to date as possible, but occasionally a game slips past our attention – like the now (obviously) defunct* Top Gear Rally 64DD *and recently renamed* Mud Monsters 4x4 *(aka* Monster Truck Madness*). Sorry if this caused some confusion.* **Ed**

'Elbow'

I have been finding it hard to play my N64 lately after I, unfortunately, smashed my right arm and elbow and ended up in an external traction. So, I was wondering if there was a one-handed joypad on sale in the shops that I might be able to make use of? It seems a bit unfair that people without the use of both arms should miss out on fantastic N64 gaming.
Beau Francis, Norfolk



Good question, that. Interact once produced a potentially one-handed joypad, dubbed the UltraRacer, which, as well as being a 'steering wheel', was supposed to aid single-handed gamesplayers. Unfortunately, it actually required more than one hand to work it properly. It's still in the shops, and costs around £25-£30. Try giving the company hotline a call on 0161 702 5010. Other than that Nintendo's own pad can be operated pretty successfully with just the one hand on certain games – once you've reconfigured the pad set-up. **Ed**

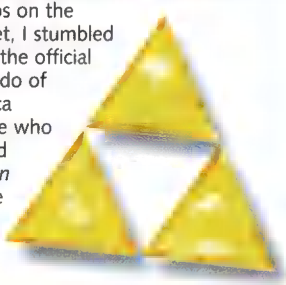
'Correct me'

Correct me if I'm wrong but in **N64**/23 didn't you confirm that Nintendo had obtained the exclusive rights to the Star Wars games? I only ask because it seems both the PlayStation and PC also have Star Wars games of their own, which appears to kind of defeat the object of exclusivity, doesn't it? Can you explain what happened?
Stephen Reid, Hamilton

At the time Nintendo worded their confirmation so that it sounded like they did have the exclusive rights to the Star Wars games. What they neglected to mention was that they only had the exclusive rights for six months and the deal only involved Racer*, not* The Phantom Menace *adventure game which has appeared on the PC and will be coming to the PlayStation. Thus,* Episode I: Racer *will be out on the PlayStation, but not until September/October time, due to the six month period of exclusivity. Still, we wouldn't worry too much about not having the adventure game – it's rubbish. N64 owners probably came out of it better off.* **Ed**

'Bore you'

Sorry to bore you with yet another letter about the Triforce mystery in *Zelda 64*, but I really think I've found something. While looking for hints and tips on the Internet, I stumbled across the official Nintendo of America website who claimed you *can* get the

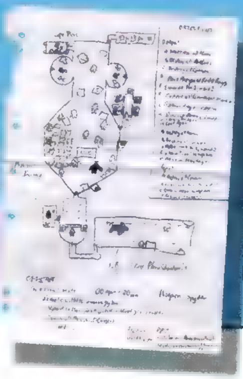


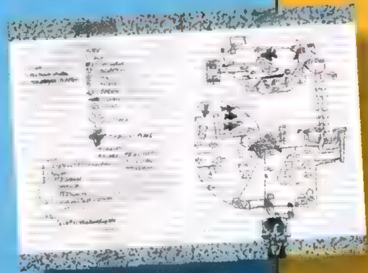
DREAM ON

Shaken, never stirred...

GOLDENEYE 007: THE EXTRA MISSIONS

Coming in the form of an add-on cartridge, working rather like the old *Sonic and Knuckles* cartridge on the Mega Drive, the extra *GoldenEye* mission pack would contain five totally new missions, consisting of the following: 1) The Throne Room, where you have to protect Felix, rid the level of Mafioso agents and find a suitcase of counterfeit money; 2) Tanker, on which you'd have to destroy the tanker's nuclear threat, get to famous Bond villain Karl Stromberg's underwater city, and protect the ship's captain; 3) Stromberg's Underwater City, where you have to eliminate Jaws, Stromberg and rescue Bond babe, Anya; 4) Spectre HQ, set in Africa, which is more of an all-out destruction, with Bond killing anything that moves, and finally 5] Rare HQ, where you have to infiltrate Rare, disguised as Donkey Kong and steal their future plans for the N64 and Dolphin. New weapons would include the Platinum PP7, Golden Klobb, Spyder (kind of like an automatic pistol, but silenced), Pen Grenade (which is *actually* a pen), Scatter Mines (nasty) and a Phosphorous Flare Gun. Oh, and finally, each mission would be almost four times the size of the ones in *GoldenEye*, and each would be split into four quarters, with different missions for each quarter.
Alister Newstead, Australia





What a tremendous effort! We absolutely loved your ideas for the extra missions, especially the one set inside Rare's top secret HQ. Well done, cobber. **Ed**

Send your ideas for games you want to see to:
Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

Nobody supports Ipswich.
M Hughes, Widnes

[illegible]

Belgian's number 15's called Beffen. Hilarious.
Quinten van Wichelen, Belgium

[illegible]

Link has got the biggest mutton chops ever.
Andrew Harvey, Reading

[illegible]

Who has houses, mountains and hills?
Sverre Andreas Sydnes Gustaven, Norway

[illegible]

You won't print this letter because you're scared of saying the word tra
Oliver Rea, Wokingham

[illegible]

I saved myself a small fortune.
Niall Matthews, Ireland

[illegible]

They are very gentle children and still play outside on their bikes.
Tineke Endicott, Plymouth

[illegible]

Great distance, my foot!
Matthijs Wouter Franken, Netherlands

[illegible]

I will not brake for Mark Green when he crosses the street.
Sam Holland, Cardiff

[illegible]

It's about as useful as a glass baseball bat.
Dan Morris, Redditch

[illegible]

And then he said his name was the Incredible Hulk. If only.
Sam Toosen, Liverpool

[illegible]

Triforce. I know there's a lot of rubbish going round at the mo about the Triforce, but this isn't any Dodgy Dave's step-by-step guide to finding the Triforce, this seems to be the real thing. Honestly, it is.
Ed Harris, Surrey

We must admit, for a while we were convinced. Then we looked at the bottom of the printout you sent in and we saw the date: 01/04/99. A good old April Fool's joke, we suspect. Nice try, though. **Ed**

'Pen and ink'

Just a quickie: when we were looking at the Action Replay codes for *GoldenEye* recently, we noticed there was an LM code, but when we went into the game itself nothing happened. When we looked at the Cheat Menu in *GoldenEye*, however, we noticed a new cheat called Line Mode, which is a bit like Pen and Ink mode in *Turok*. Can you get this without the Action Replay?
Jami and Shaun, Loughborough

Nope. This is only available through the wonder of the Action Replay. To see how to access it, simply flick to our special feature on page 98. **Ed**

'64, 96, 128'

Here's a question for you. With an expansion pak fitted in my N64, I now have a whopping 8Mb residing in my machine, yes? Well, when you review a game, you always tell us if it's compatible with the expansion pak, but as well as that you also include a separate set of figures, like 64, 96, 128, 256Mbits. Now, what exactly does this mean and how does this effect the game, particularly in relation to the expansion pak?
Barry McDougall, Glasgow

It doesn't. See, the 64, 96, 128 and 256 you mention is basically the size of your N64 cartridge. Zelda was a huge 256Mbits, while Mario 64 was only 64Mbits (meaning Zelda was four times the size of Mazza). However, when we talk about the 4Mb on the expansion pak, we're talking about 4 Megabytes. There are eight megabits in a megabyte, so the expansion pak is actually 32Mbits – half the size of the original Mario cartridge! Soooo, what the expansion pak does is provide developers with an extra 32Mbits of space, effectively transforming a 256Mbit game like Perfect Dark into a slightly bigger 288Mbit's worth. **Ed**

So tell me this

1. Will *GTA 64* have a four-player mode?
2. How much are Action Replay carts?
Andy Stratham, Oxford

1. It seems foolish, but a four-player mode hasn't been confirmed. Like you put it in your letter, the idea of running over your friends is fairly exciting.
2. Anywhere between £40-£50 depending on where you shop. They're pretty pricey still, but worth the investment.

Now that Capcom are doing *Resident Evil*, is there finally any chance of *Street Fighter 64*?
Adam McWilliams, Southampton

Doubtful. But you never know. Look out for firmer commitment from Capcom once Nintendo have Dolphin up and running. That said, surely a conversion of something like X-Men vs Street Fighter *wouldn't be too tricky on the N64.*

1. What the hell is going on with *Smash Bros*, then? It has echoes of *Super Mario RPG* about it.
2. Are Rare working on this *Tekken*-beater, then? *Killer Instinct 3D*, perhaps?
Mark Storey, Sheffield

1. THE, Nintendo's UK distributor, have rumoured that it might not even make it out this year. Shocking. The best bet, then, is to write to them at THE Games, Parham Drive, Boyatt Wood, Eastleigh, Hampshire, SO5 4NU and demand they release Smash Bros *NOW! Failing that, badger them consistently on 01703-651377. That'll work.*
2. A while back we did some scouting about and one of the companies that provides the processors for Rare's arcade cabinets, to our surprise, actually confirmed that Killer Instinct 3D *was in development. But, that was aaaaaages ago, and there's been no news since then, so we rather suspect Rare were going to do Killer Instinct 3D then decided against it. Keep your eyes peeled, though, for news.*

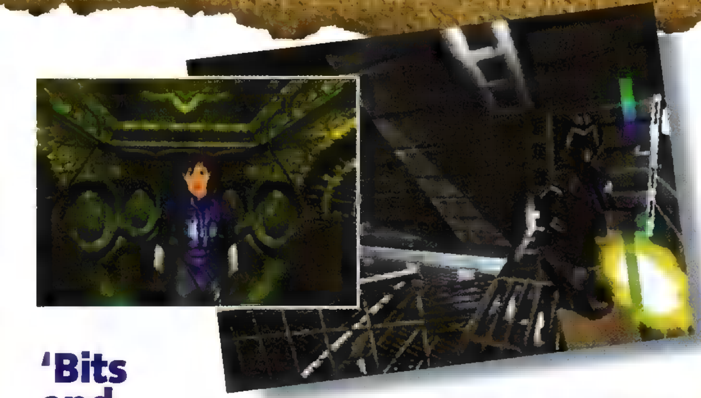
Apart from *Premier Manager*, are there any other new football games coming up? And which ones will allow you to play in the Champions League, UEFA Cup and FA Cup?
Ken Lau, Beverley

Actua Soccer 64 *is a definite – and will include unlicensed versions of the competitions you mention – while* FIFA 2000 *is coming later in the year.* Michael Owen's Soccer 99 *is coming next month too and, being honest, that's the best football game this year.*

1. How good is *Command and Conquer*?
2. With *Half Life 64* on your release list, what's the chances of an N64 version?
Matthew Kvasnik, Stockport

1. The same as it's always been. Which is ace.
2. Not brilliant, we'd guess. But you never know, do you?

So tell me this:
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



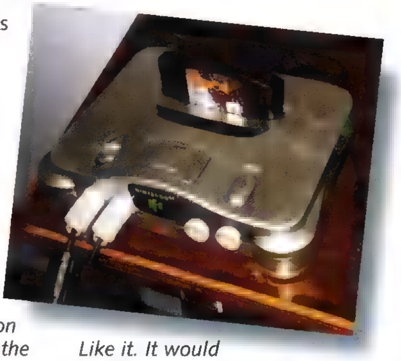
'Bits and bobs'

After reading your Special Investigation on *Perfect Dark* last issue, I was suddenly finding myself worried about its predicted greatness. To me it sounds like the game is much the same as *GoldenEye*; in fact, apart from the new levels and central star it could feasibly *be GoldenEye*. I know there's some new bits and bobs, but how different is *Perfect Dark*?
M Turner, Lancashire

Very different. But you've got to get into it. The E3 version wasn't helped by the fact that the old GoldenEye *animation routines were still kicking about, but you can tell Rare have spent time distancing* Perfect Dark *from its predecessor with subtle gameplay enhancements, weapon changes and level branching. Certainly, in places it does still feel like* GoldenEye *but that's because it's using the same engine. How many PC games have used the various* Quake *engines and still played a brilliant game? Absolutely loads, the awesome* Half Life *included. Don't worry,* Perfect Dark *will be incredible, and significantly different to* GoldenEye. **Ed**

'Masking'

Whilst reading Mailbox in **N64**/28, I was impressed with your camouflaged joypad, so I set about changing my N64 a bit. You can't dismantle the console itself, so I covered all the important parts with masking tape and sprayed the rest gold. What do you reckon on it?
Tim Plunkett, Wembley



Like it. It would look even nicer with an N64 custom kit (as seen in **N64***/21).* **Ed**

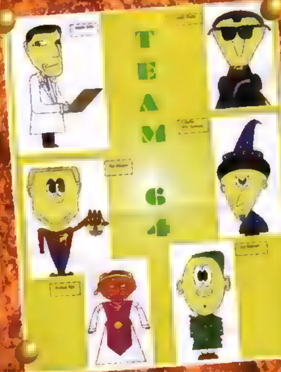
'340'

In response to John Copping's letter in **N64**/29 about people who take ages to complete games, I'd just like to say that I took almost a *year* to complete the giant *Super Mario 64*. The exact number of days was 340. Not all that impressive, I know, but the game was well worth it.
Ross Galloway, Scotland

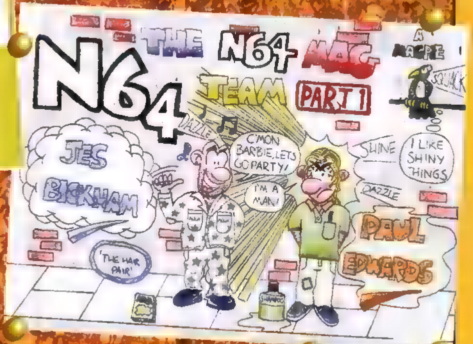
Nothing to be embarrassed about, there. Well, not much. **Ed**

The N64 MAGAZINE BOARD

Go on, be artistic!

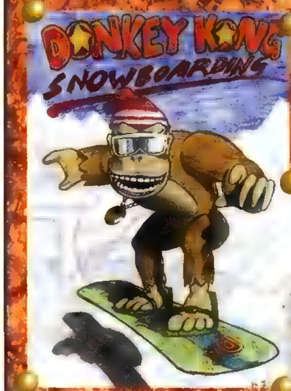


△ *Tom Cousins from Chichester sent portraits of us all. Nice that.*

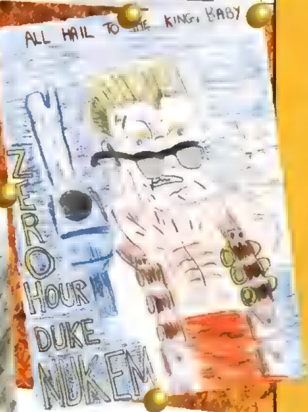


According to Richard Sweeney from Bridgend, Jes and Paul are the 'Hair Pair'. ▽

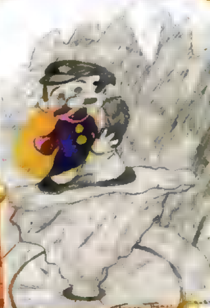
Juha-Pekka Saari from Finland sent in this snowboarding DK! ▽

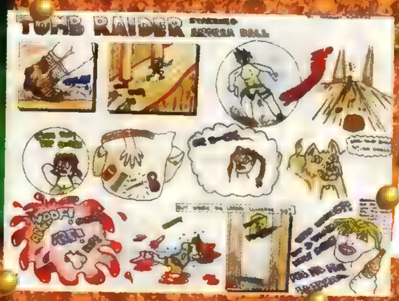


Here's a cool looking Duke sent in by Andrew Humphries from Cornwall. ▷

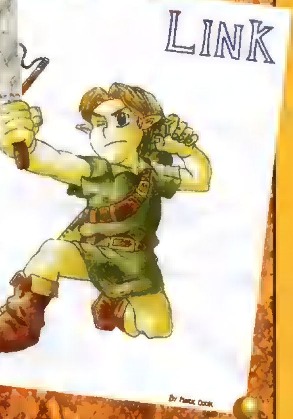

ALL HAIL TO THE KING, BABY
ZERO HOUR
DUKE NUKEM

Tom Thompson from Leeds sent in this scared looking Mario for our Board. ▷





△ *Andrea is Lara Croft? Hmm... Shamoan Hussain from Yorkshire seems to think so!*



△ *Here's a gorgeous sketch of Link sent in by Mark Cook of Oxford.*

GO! GO!

WRITE YOU ARE!

The voice of the reader. Come along, join in and have *your* say.

We often get calls from disgruntled readers who disagree with the score we've given a game. Sometimes they think we've completely overrated an apparently dull game or, at other times, underestimated a game's fantastic appeal. Well, we're pretty sure our reviews reflect the opinions of most N64 readers, but, if for some reason you disagree, here's the place to put your point across.

Just send us 100 words clearly stating why you disagree with us, give the game the percentage score you think it rightly deserves and pop on your name and address. Oh, yes, don't forget that. We'd also quite like a photo of you to put next to your review, so if you've got a good mugshot, that would be great.

Once you've done all that, just chuck it all in an envelope and send it to the following address:

Write You Are!,
N64 Magazine,
30 Monmouth Street, Bath,
BA1 2BW
E-mail: N64@futurenet.co.uk

F1 WGP

How on earth is this astonishing? I played this for the first time about a week ago and, quite honestly, I prefer *F1 '98* on the PlayStation – and *that's* rubbish! The cars drive like cardboard boxes on wheels and, although you said the graphics were amazing, they look dull with little detail. It feels as if you're driving in perpetual fog and the cars sound like my Mum's hoover!

The only redeeming features *F1 WGP* has are the replays and the well-known drivers and teams – and that's about all! Personally, I hate it!

Peter Horner, Worksop

56%

IRVINE
WINNER
TAG HEUER

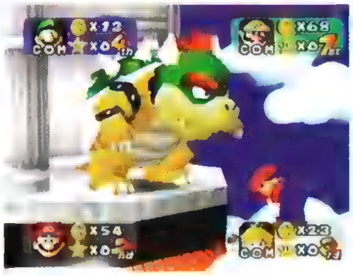
MARIO PARTY

Mario Party is compelling stuff. The single player game is brilliant in its own right, but it's the great multiplayer mode that really shines, blowing every other multiplayer game out of the water in terms of playability – even *GoldenEye*. The graphics are cute without being sickly sweet, the tunes are catchy and the gameplay has been tailored to perfection.

If you've got friends, get this. If not, grab some people off the street and have a scream! Think *Mario Party*, think the big 'F' word – FUN!

Bevis McNeil, Leeds

95%

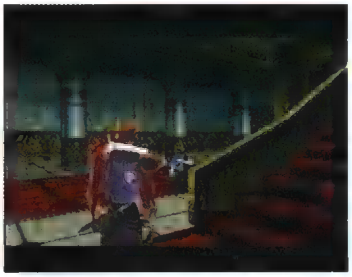


CASTLEVANIA

I don't understand what you're complaining about! Sure the camera's a bit annoying, but the rest of the game's brilliant. Clean graphics, excellent sound and a brilliant plot with cool cut scenes. The bosses are particularly ace: giant skeletons, bulls, vampires and, of course, Count Dracula – all capable of scaring the living daylights out of you. With the option to play as two characters, each with a different route through the game, this will last a while. Definitely a purchase you won't regret.

Tom Harding, Gloucester

92%



BEETLE RACING

I can't believe you only gave *Beetle Adventure Racing* 81%. It deserved so much better. I know it's only got six tracks, but they're all packed full of shortcuts and there's loads of fun to be had when bombing round.

The multiplayer is also excellent, allowing you to take alternative routes in the fight with your mates to the finish. This is the best racer I've ever played – it's even better than *Mario Kart* and *F-Zero X*! – and it should have got a Star Game award, that's for sure.

Greg Cossar, Scotland

95%

30
01:52:20
1/3 lap
8/8 pos

Send your reviews to: Write You Are!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

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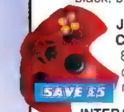

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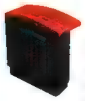

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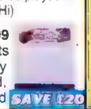

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HOW TO... burn it up Sebulba-style in STAR W Episode 1:

A Star Wars game where you don't fly the *Millennium Falcon*? Get outta here!

Wedged somewhere between *Wipeout 64* and *F-Zero X* – with the floaty feel of the former and the speed of the latter – *Star Wars Episode 1: Racer* won all our hearts when it finally arrived for review last month.

However, with eight worlds, 24 tracks and 21 different Star Wars characters to choose from it's certainly not simple stuff. So, that's why we've put together this comprehensive guide with extensive tips on how to tackle all the tracks, good advice on what to spend your hard-earned cash on and some handy cheats (you never know, you may need them). This month we've managed to squeeze in 14 tracks, but, rest assured, we'll finish the rest of them off for you in the next issue.

WHAT WE SAID

We reviewed *Stars Wars Episode 1: Racer* in issue 30 and this is what we concluded:

"The Star Wars name alone will sell millions of copies of this game. Thankfully it's actually worth all the hype."

N64 STAR GAME

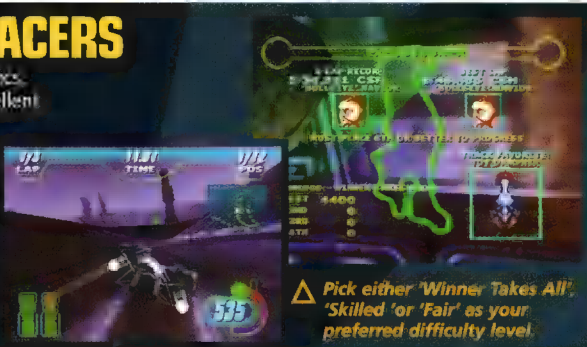
88%

HOW TO... manage your money successfully

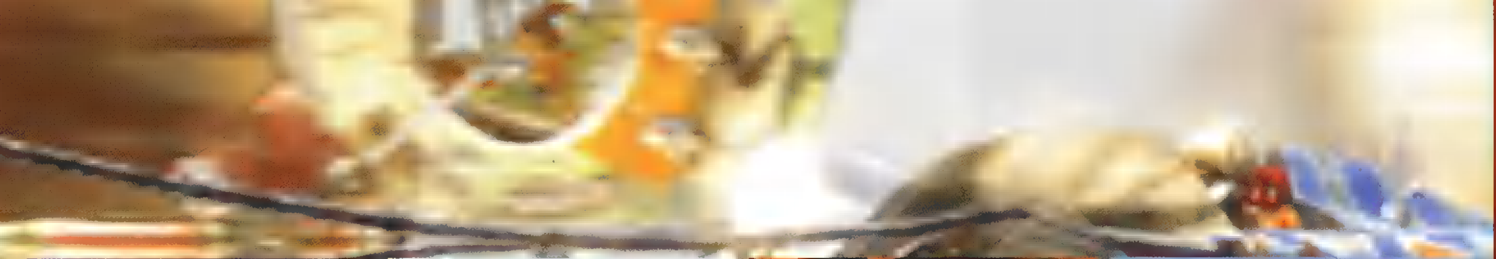
The big money prizes you win can be spent at Watto's shop on upgrades for your pod; it's essential you upgrade if you want to come first on the later tracks. Below are some Jabba the Hutt-style tips for economic success.

1 EXPERIENCED POD RACERS

If you've already got to grips with the game's physics and know the tracks inside out, then this is an excellent tip. Before the race, change the prize money to 'Winner Takes All' and start zipping around the track. Should it start to look as if you won't be coming first simply restart the race and try again: by the time you unlock Bullseye Navior you'll have in excess of 17,000 trugnuts to spend on parts! A word of warning though – invest in two more pit droids to take care of your upgrades otherwise you'll find yourself without them after a few races!



△ Pick either 'Winner Takes All', 'Skilled 'or 'Fair' as your preferred difficulty level.



1/3 LAP
33.27 TIME
1/12 POS
495

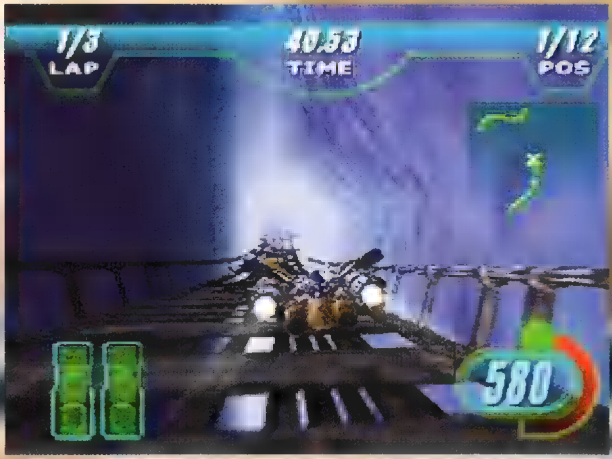
1/3 LAP
1:07.87 TIME
1/12 POS
763

1/3 LAP
1:46.11 TIME
1/12 POS
539

1/3 LAP
42.08 TIME
1/12 POS
518

ARS RACER

by Daniel Glenfield


1/3 LAP
40.53 TIME
1/12 POS
580

2 UPGRADES

If you're new to the racing game, it can be tempting to spend your hard-earned cash on just about anything you can afford. And, of course, you might end up regretting that impulse buy once you find yourself needing money for a faster engine just to keep up with the opposition. If you end up in this situation, enter Watto's shop and look for a cheaper cooling, repair or braking system than the one you already own (these aren't essential by any means). Because of the trade-in value you should see a minus number in the cost box, and this means Watto (foolishly) will give you cold hard cash for the part which you can now use to purchase a better engine for whatever part you may fancy). Go on, make your Podracer faster than ever.

CONTROL COUPLING
1/3 LAP
903

3 THE ASTUTE SAVER

Always always keep some money in reserve, and avoid the temptation to spend recklessly. When you get to certain tracks you'll find that a specific upgrade is needed to cope with the long straights, tight bends etc and this is when your back-up cash comes in handy.

◁ *Ahh, the joys of the open road. Just you and your Podracer.*

4 PIT DROIDS

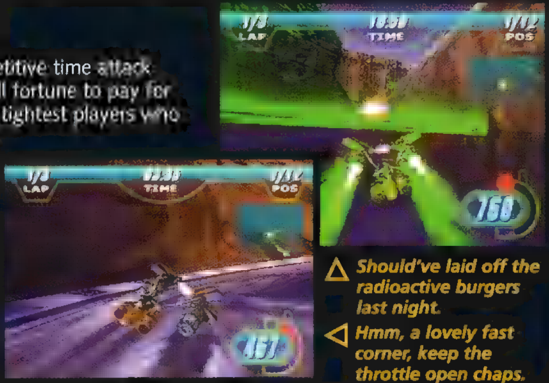
Let these mechanical workmen protect your investments. For just 1000 trugnuts each they will repair any damaged parts – especially useful when you've bought something from Watto's junkyard – which means that you save money on replacements. Three droids are more than enough for all your maintenance needs.

◁ *Not exactly C3PO or R2D2, but they're still quite loyal.*

5 TIME TRIALS

Don't even think about the competitive time attack mode until you've amassed a small fortune to pay for upgrades. You see, it's usually the tightest players who end up with the fastest machines.

VEHICLE STATISTICS
TRUGUTS
45950


1/3 LAP
TIME
1/12 POS
760
1/3 LAP
TIME
1/12 POS
457

△ *Should've laid off the radioactive burgers last night.*

◁ *Hmm, a lovely fast corner, keep the throttle open chaps.*

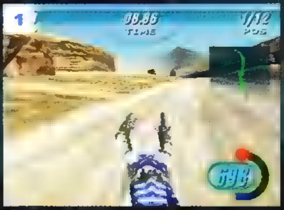
TRACKS

AMATEUR POD RACING CIRCUIT

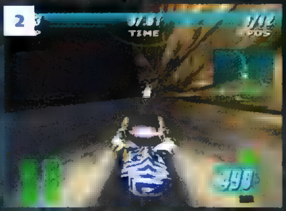
The Boonta Training Course

The first course and naturally the easiest. This introductory track is one of the best for time attacking: it's fairly short and the corners are easy to take at high speeds.

1 Straighten out your vehicle and carefully boost until your engines are about to overheat. All the bends are very easy to take and you can use your boosters in short bursts while they're cooling down.


1

2 Speed through the gap and navigate the twists and turns without braking. By pulling back on the analogue while steering you should avoid scraping your engines on the sides. When the track straightens out, get into the centre and boost through the narrow gap in the rock: hold Left-C or Right-C to squeeze through.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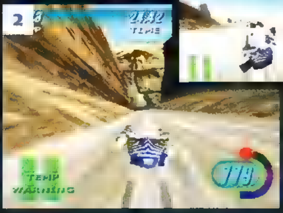
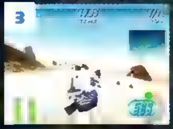

2

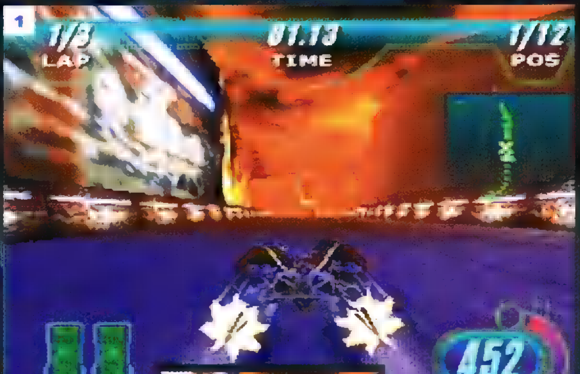
3 Once you're on the open road activate your boosters (if they're not already engaged) and race to the finish line. The small rocks on the ground can be passed over, but the larger ones will damage your engines, slow you down or at worst, smash you into little pieces – so dodge them as best you can.


3

3 LAP RECORD: 1:57.785 **LAP RECORD:** 36.737

Mon Gazza Speedway

This neon lit course is very short and very fast, making it possible to lap many of your computer opponents with relative ease. A good track to practice skidding on.


1

2

1 This is probably the shortest course in *Episode One: Racer* with very few long straights. You can use your boosters after just about every corner on this track, although only for a brief period of time.

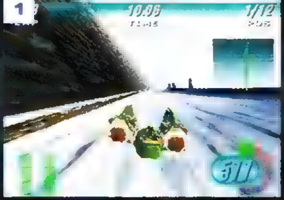
2 Hug the bends and you should be able to keep your lead long and your lap times short. Remember to disengage the boosters at the right time, though, so you can turn early. Then just straighten out and boost to the next one.

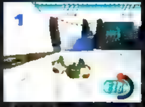
3 LAP RECORD: 59.487 **LAP RECORD:** 19.229

Beedo's Wild Ride

The token slippery-slidey ice world, and one with a few secrets hidden away. Multiple paths make for interesting races especially if you know which way is quickest!

1 At the start of the race, instead of going around the statue, drive straight towards the sloped pedestal and through it. You'll crash into the rock in the middle but remain unscathed, and you'll have skipped ahead of the other competitors. After the statue there's a long stretch which you can use to ensure an even bigger lead.

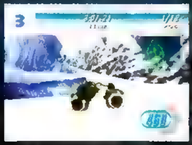

1


1

2 Cross the bridge in the icy cave and go through the waterfall before activating your boost mode. As you leave the cavern, though, hold Up on the analogue. This will make you land faster and give you time to get to grips with the icy lake which affects your craft's steering – even though you're four feet off the ground! Turn whilst pushing Down on the analogue to manoeuvre your Podracer with ease.

2

3 When you get to the next ice tunnel don't bother going into it. Instead, look for a slope up on the right hand side. This is a great shortcut and means you don't have to worry about all those tricky twists and turns.


3

4 Use the path you've created through the statue on the following laps for even shorter times. There's also a hole in one of the tents on the left that takes you into a tunnel leading all the way to the other side of the first cave. A good long boost should see you through!

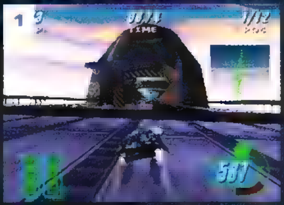
4

3 LAP RECORD: 4:03.515 **LAP RECORD:** 1:18.453

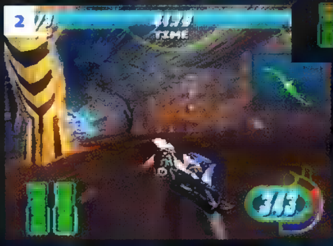
Aquilaris Classic

The entire surface of Aquilaris is covered with water, bar one or two islands, so expect to see some aquatic life as you surge through the underwater tunnels.

1 At the start stay right: this'll make it easier to enter the tunnel ahead.

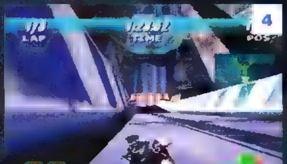

1

2 As you leave the tunnel, keep left and race along the short path. The shutter doors are constantly moving left to right so you shouldn't need to do much weaving to get through.


2

3 The tunnels are straight enough for you to use your lovely boosters, but you'll need to relax the accelerator for the harder, tighter turns.

3


4

4 When you get to the junction you know you're near the finish line but don't relax! Brake sharply and steer right (remember this is a very tight turn) around the pillar to complete the lap.

3 LAP RECORD: 4:02.452 **LAP RECORD:** 1:14.508

TURBO BOOST START

At the beginning of the race the announcer will say, "3... 2... 1!" Just before he says, "1", push Up on the analogue and press A. Your pilot will shout if it works.

RECOMMENDED CHARACTERS

Until you unlock Bullseye Navior (after Sebulba City) Anakin Skywalker proves to be an adequate choice for beginners and experts alike. Once you have the [illegible] your control you can upgrade his craft immediately and make minor adjustments for the later tracks.

BULLSEYE NAVIOR

REPAIRING

During the course of a race it's inevitable that your engines will become damaged and scraped. But if they take too much damage it can cause severe steering problems. If you hold R you can go some way to repairing any damage but your speed will drop and you won't be able to take corners as well.

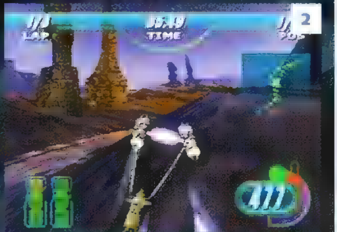
After a certain level of punishment your engines will stay in the yellow and you'll find yourself repairing more often and for longer. The best time to repair is just before a corner (you'll normally slow down anyway) or after you've boosted away from the pack and need to let your engines cool. Severe damage must always be attended to immediately, but do just enough to stop the engines from smoking and then repair the rest of it further up the track when you've had chance to catch up with the pack.

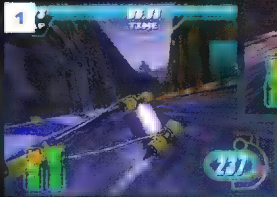
LAP
TIME
POS

Malastare 100

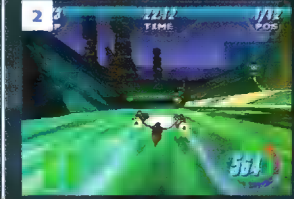
This might look like a simple course but the tight turns mean that winning is never easy. The jump in the middle may not be very big compared to others in the game, but it *can* decide the outcome of the race so put your foot down.

1 As you reach the first corner hold Z: this will bring on a short skid and should see you glide around, saving time and speed. Switch to boost mode as you cross the water up ahead.

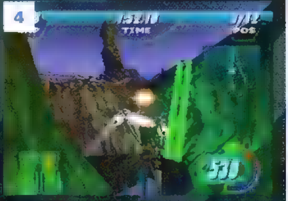




2 Boost in short bursts along the next part of the course and go up the ramp to cut out the corner, but be sure to get back on the track straight after, otherwise you risk crashing into the hard rockface.



3 When you reach the next tunnel, stick to the left-hand side to avoid any unwanted catastrophes.



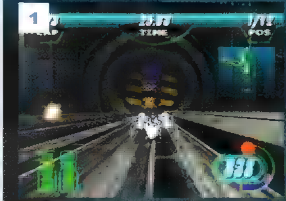
4 As you approach the large gap in the course, see if you can engage boost mode just before you cross it. Pull back on the analogue to avoid falling short and as you touch down on the other side, slow down and skid nicely around the bend.

3 LAP RECORD: 3:13.233 **LAP RECORD:** 1:00.691

Vengeance

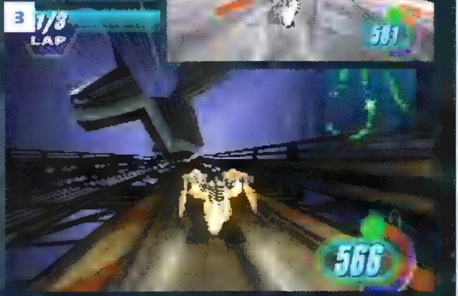
The first track to feature a zero-gravity tunnel, Vengeance will cause crashes aplenty. Have your pit droids on emergency stand-by in the hangar.

1 The rotating door may seem a little intimidating but worry not, it is simply a case of passing through the centre of it to avoid crashing.



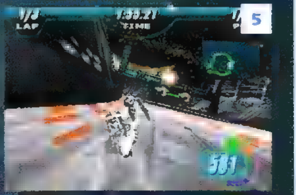
2 The rather large structure behind it is the real danger: your craft will often shoot past the door and straight into it. Slow down as you're approaching it and steer right to get past.

3 Charge straight down the middle of the wind tunnel and the solid blades of the slow turning fans could prove dangerous. We recommend sticking to the sides.



4 Engage boost mode before you get to the zero gravity tunnel and, providing you can dodge the boulders, you should reach some extreme speeds. If you do crash you can still get boost mode, even if your vehicle is pointing downwards.

5 Hug the long last bend to cut down on your lap times.

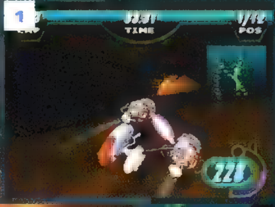


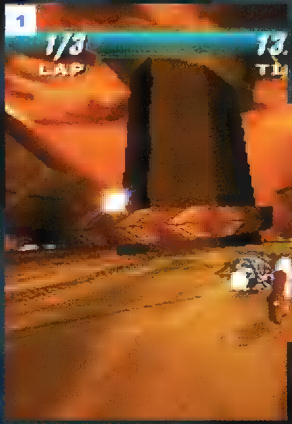
3 LAP RECORD: 4:49.131 **LAP RECORD:** 1:32.656

Spice Mine Run

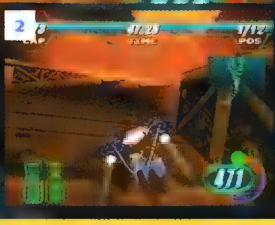
This race takes place on Mon Gazza again but the workforce don't stop mining. So, be prepared to take evasive action to avoid their industrial machinery.

1 Stick to the right-hand route and then, just as the path rejoins, nip down the hidden tunnel on your right for a handy shortcut (it may not appear on the map).

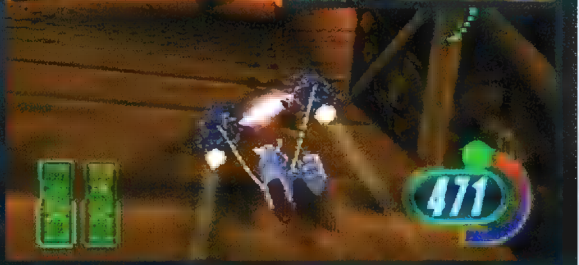




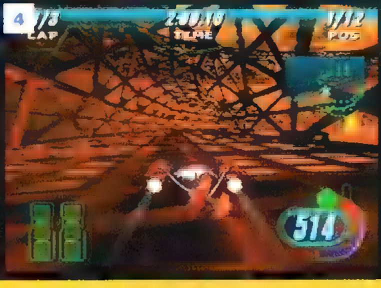
2 When the course branches off in three directions boost along the right path, keeping to the far side of it to avoid the large rock up ahead. You may have to disengage boost mode to make the tight turns.



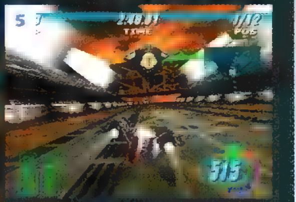
3 Keep to the right in the nearby tunnels so you don't collide with the anti-gravity transport shuttling back and forth.



4 You can shave a few precious milliseconds off your track time by keeping to the inside when you cross over the fiery part of the course (through the wire cage).



5 Once round the bend you can boost all the way to the finish.



3 LAP RECORD: 5:30.772 **LAP RECORD:** 1:44.448

NARROW GAPS

Always try to approach narrow gaps head-on, and if you can do that you'll squeeze through easily. If you find yourself coming at them from an angle try holding Left-C or Right-C to tilt your craft. It's a little tricky fiddling with the C buttons when you're travelling at over 600mph but sometimes you've got no other choice.

JUMPS

These offer you the chance to catch up with the race leaders, or just increase your lead over the rest of the pack. Pull back on the stick to stay in the air longer (for pits and canyons etc.) and push forward on it to descend faster (for when you need some extra speed). Once you know where these ramps are you can boost beforehand to increase your speed, then pull back on the analogue to catch some serious air! Try it on [illegible] and see what we mean.

GO! GO!

CHEATS

EXTRA CHARACTERS
By coming first on most of the tracks you'll unlock new vehicles (and their pilots) as you progress through the game, and these can then be upgraded.

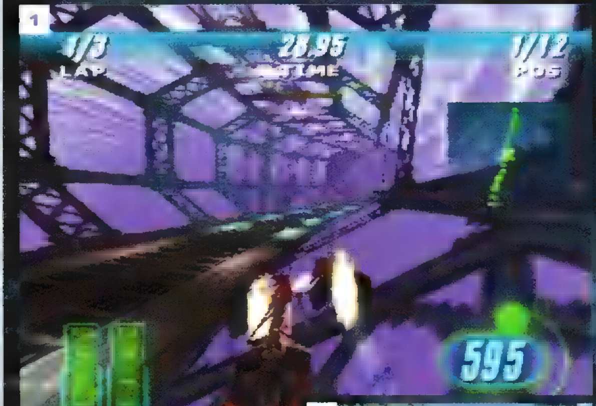
GETTING PSYCHED UP
At the main menu of Tournament Mode, hold Z while pressing A to start a race. You'll now witness some [illegible] before you go to the track.

JINN REESO
We've been unable to uncover this guy during the normal course of the game, but if you want to use him temporarily try this cheat. Select an empty file and press A. Now hold Z while scrolling past the letters and using L instead of A spell out 'RRJINNRE' (the letters will appear in the bottom left corner). When you've finished, highlight 'END' and press L once more. 'OK' will appear in the bottom left corner, and Jinn Reeso will appear in another save slot (providing that slot already has Mars Guo unlocked).

SEMI-PRO POD RACING CIRCUIT

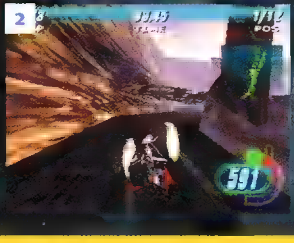
Sunken City

This course features one of *Episode 1: Racer's* sneakier shortcuts. It won't work with larger pods but if you've got a small one you'll find it extremely helpful.

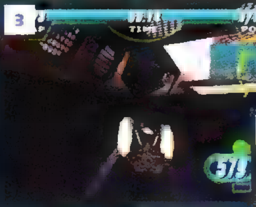


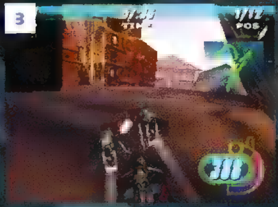
1 Stay on the right to enter the tunnel and stay right once inside to avoid the ramp. If you do end up flying through the air, land early and continue.

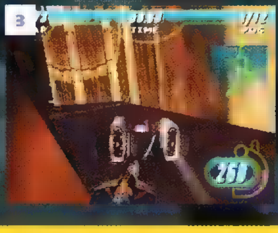
2 As you exit get on the left hand path and race through the doors and along the passage.



3 Once outside, take the narrow tunnel on the left, but when you reach the gap in the middle, slow down and duck out of it.

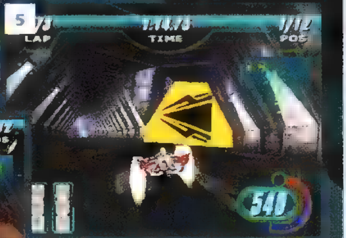




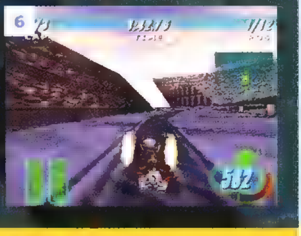


4 Take the small path through the junk. It might be a bit tricky but it cuts out a substantial amount of the course. If you miss it, there's another left turning just after it which also acts as a shortcut.

5 When you reach the large orange sign you'll see a slope on the right which you can go up.



6 Boost along the bend with the crowds. The rest of the track is pretty simple – just stay right when you come to the junction at the end.

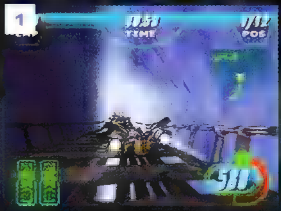


3 LAP RECORD: 6:47.790 **LAP RECORD:** 2:11.133

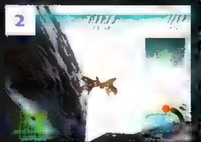
Howler Gorge

Once you're equipped with a fast engine, go back to this track and take in the planet's beauty from a slightly higher perspective. Another course that's perfect for time trialling.

1 Smash through the rock in the statue again. Once you get to the icy cavern stay right to cross over the wooden bridge.

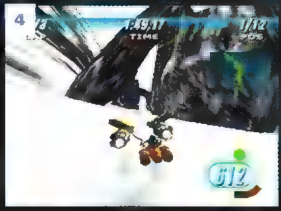


2 Once outside, skid around the tight corner (just before you go uphill) and as soon as you see the large statue at the top of the slope boost for all you're worth. When you get near the top, pull Down on the analogue to fly through the air. Depending on which engine you've got in your pod you may be able to clear the ravine at the bottom of the slope (be careful not to let your engine overheat, though).



3 Once past the ice, keep to the centre of this very narrow stretch and you should have no problem getting thro' the gaps without crashing.

4 As you near the end of the lap you'll need to weave through lots of rocks and boulders. The easiest way to get past them is to keep to the far left. You shouldn't have to move about too much either.



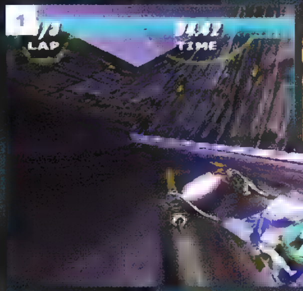
5 After finishing the first lap you'll notice one of the tents has opened up to reveal a handy shortcut – a long tunnel leading further up the icy track.

3 LAP RECORD: 5:21.867 **LAP RECORD:** 1:43.174

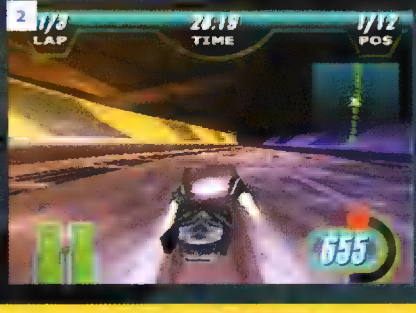
Dug Derby

Back on Malastare for another fast and furious race, Dug Derby is also a very dangerous course. High speed chases through its rocky terrain mean only the best will survive.

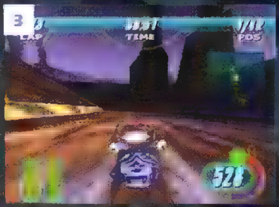
1 Use Z to skid around the first corner, as it's a tight one. Soon after there's a shortcut leading up over the large rock to your right. Many of the other competitors take this route so if you want to stay ahead of them use it too.



2 Boost through the low tunnel, bearing in mind that it gets narrow in places and you'll have to adjust your pod's path accordingly.



3 Hug the bends as tightly as you can to stay ahead of Sebulba and the other racers, and don't settle for anything less than first place!



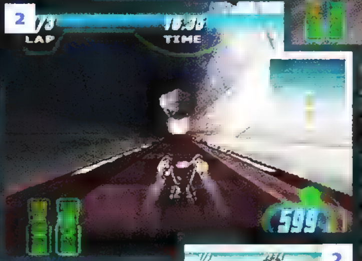
3 LAP RECORD: 2:33.698 **LAP RECORD:** 49.112

Scrapper's Run

A personal favourite and a great track for two-player mode, Scrapper's Run (as the name implies) is extremely fast with plenty of long stretches to boost along.

1 A long boost at the start should enable you to break away from the rest of the pack.

1
1/12
POS
194



2 As you enter the low tunnel (with the bump) boost once again, but as you leave slam on the brakes to avoid overshooting the track below. Turn really tightly and accelerate away to make up for lost time.

3 A few twists and turns lie up ahead, but you can get away with using your boosters briefly in between corners. Once you're back on the straights use the boost for longer, but watch out for the last difficult bend. Skid around it while braking to cheat death and boost right to the end of the course, using your speed to get a really long jump right at the edge of the platform.

3
28.04
TIME
1/12
POS
587

3 LAP RECORD: 2:47.762 **LAP RECORD:** 54.194

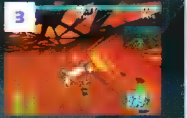
Zugga Challenge

Racing through a construction site is never easy, and it's not made any easier when you've got giant machines roaming about. It's not one of the prettiest tracks, but nevertheless it makes for exciting racing.

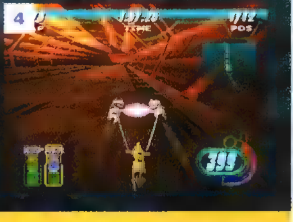
1 The short straights and twisty turns along the first part of this course don't allow for much boosting. As you get to the red foggy area stay on the left-hand side of the track and turn to avoid the crane. Head straight on and go around the next one, keeping close to the hill. This sets you up nicely for the last crane which you can get past via the small gap to the right – the quickest way through this tricky area.

2 Go up the left side at the junction and boost along the straight, but turn early to get inside the passage without crashing. The two tunnels leading across the fiery pit don't really differ from each other, so whichever one you choose remember to hug the bend to get through it quicker.

3 The bend in the long tunnel afterwards requires a tight turn with your foot taken off the gas for a moment. The two corners afterwards will cause the odd problem as well if you don't use your brakes to their full potential.



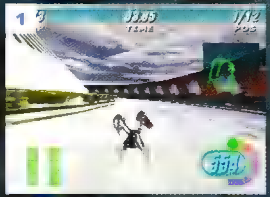
4 After the long stretch you'll almost certainly need to use the airbrakes to stop you from colliding with the last crane, especially since the end is just up ahead.



3 LAP RECORD: 6:18.226 **LAP RECORD:** 2:02.386

Baroo Coast

There's another sneaky shortcut on this track but you'll need to upgrade your engine if you want to use it. Check out the volcanic eruptions further out to sea – a piece of genius that you could miss while happily bombing across the sandy beach.



1 Be careful using the boosters near the start – the bends are difficult to navigate at high speeds.

2 For a monster jump wait for the track to straighten out and hit the boosters. Go up the ramp on the right and pull back on the analogue to land between the two pillars and then onto the track below. Try it in two-player mode, but if your engine isn't powerful enough you're going to look stupid!

3
1/3
LAP
36.23
TIME
1/12
POS
TEMP WARNING
866

3 Boost across the beach and use the airbrakes to help you with the tighter turns. Around the seventh bend lies a hidden path that will cut out one or two of the trickier corners, and all you have to do is crash through the trees and vines blocking your way.

4 The rest of the course is relatively simple, just use short boosts and release the accelerator for the tighter corners. The pillars provide the last opportunity to put some distance between you and the guys behind: the finish is mere seconds away.

3 LAP RECORD: 5:48.188 **LAP RECORD:** 1:54.603

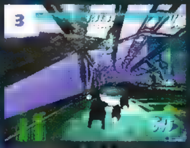
Bumpy's Breakers

Another race through the underwater tunnels of Aquilaris, and the most impressive so far. Keep up the pace, but be wary of the cunningly positioned ramps which sometimes send you hurtling into a wall!

1 There are lots of opportunities for boosting along the first part of the course, but the turns after the third ramp will require some swift braking.

15.66
TIME
POS
945
1

2 Soon after the turns there's a ramp. Hold Up on the analogue to avoid crashing into the rockface. Brake sharply for the corners inside the tunnel and you should remain unscathed. As you exit stay on the left and drive underneath the cascading water.



3 Hold Up on the analogue for the next ramp and turn in mid air to cheat death once again. Don't bother trying to go up the left hand path – it won't save you any time.

4 Just like on Sunken City you can take a crafty shortcut through the piles of junk to the left of the small tunnel. Brake and turn to dodge out of the tunnel and then head down the narrow path to get ahead of everyone else.

4
TIME
POS
541

3 LAP RECORD: 7:21.313 **LAP RECORD:** 2:19.714

DUAL CONTROL MODE

Using the same technique as before type [illegible]. Use controllers one and three to race, pressing Up on both for acceleration, Down for braking and Up/Down for steering.

INVINCIBILITY

Again using the same technique enter [illegible], then start a race. Pause the game and press Left, Down, Right and Up on the D-pad to [illegible]

MIRROR MODE

You can activate this by coming first in every race, but for those of you who want to [illegible] here's how to do it. Enter [illegible] and pause the game. Then simply press Left, Down, Right and Up on the D-pad.

SEBULBA'S POD RACER

To get Sebulba's Podracer, all you have to do is win the last race. Double tap R to flash his vents.

NEXT MONTH

That's just the first part of our *Episode 1: Racer* guide. We'll bring part two of our fantastic guide and tips to you in **N64**/32.

ACTION REPLAY

HACK'S ENTERTAINMENT

Mess around with your games in ways you never thought possible...

by Martin Kitts

Hacking. The word conjures up images of geeky computer buffs surrounded by mountains of expensive equipment, with the US Pentagon's darkest secrets displayed on an array of monitors.

But hacking isn't reserved for the rich, American, or criminally insane. Datel's Action Replay cart allows you to hack into your favourite games, mess around with the code inside, and, occasionally, alter the game's performance. You might not be able to start World War III with one, but you *can* give yourself infinite energy in *Zelda*, collect the ice key in *Banjo-Kazooie*, and access some of the half-finished extras that *GoldenEye's* programmers didn't quite have time to implement in the final cart. Interesting, hmm?

Over the next three pages we've rounded up some of the very best Action Replay codes, including some brand new cracks and cheats. So lock yourself in your room, swot up on your hex, and let's do some hacking.

THAT THING YOU DO

You don't need to know how an engine works to be able to drive a car, and you don't need to know how an Action Replay works to be able to use one. Which is basically another way of saying that we don't have the faintest idea how the thing works, only that it does something. Sometimes.

Since Nintendo change the copy protection in their games on a regular basis, the Action Replay has to be updated to work with the latest releases. We've got one of the earlier versions in the office, and it refuses to work with just about anything post-*GoldenEye*. Not good. The current Action Replay is the Pro version, which works with everything (for the time being) and includes a code generator to help you devise your own cheats. Making your own codes is a strange combination of voodoo witchcraft and sheer persistence, but the results can be spectacular. Even a single line of code can have a dramatic effect on a game – check out the *Mario Kart* hack to see what we mean. Special thanks to Scott Corkroft, Al Pierce, Steve G, and many others who devised these fine codes.

FEATHER HOP IN MARIO KART

N64 reader Al Pierce came up with this truly bizarre code for *Mario Kart*, which unlocks a hidden feature from early in the game's development. If you played the original *Mario Kart* on the SNES, you'll recall the feather power-up, which allowed you to leap over large gaps or evade red shells. It was going to be included in the N64 version too, until the development team realised that they wouldn't be able to prevent players from leaping over walls and completely ruining the game. So the feather was dropped.

However, its ghost remains inside the cart, and using the latest version of the Action Replay cart, you can get at it. Because there are slight differences between each batch of carts, you'll have to use the Action Replay's code generator to find where the feather is hidden in your copy. According to Al Pierce it isn't all that difficult. Here's what you do.

1. Start a time trial, and press the Action Replay (AR) button while you're waiting for the lights.
2. Now you need to use the code generator to search for a known value of 224 (E0).
3. Return to the game, wait for the clock to start and freeze the game again.
4. Search for a known value of 192 (C0) and return to the game.
5. Pause and retry. While you're waiting to start again, press the AR button and search for 224. There will only be a few possibilities left.
6. Try each code one by one on C0. Start the game. You'll know when you've got the right code, because you'll be able to drive away while you're supposed to be waiting for the lights.
7. Jot down the code and add 13 (D) to it. Remember, the codes are in hexadecimal. For example, if the code was 800069F0, the resulting code would be 800069FD.
8. Enter the code with an 8 as the second digit (to tell the Action Replay to activate it when the button is pressed), and 0002 as the second set of numbers. In our example, the finished code would be 880069FD 0002.
9. That's it! If everything worked correctly, pressing the button will make your kart leap high into the air. Smart.

GoldenEye: Action Replay special

The most enduringly popular game on the N64 is also the victim of the most Action Replay hacks. But unlike the usual bunch of codes to get infinite this, that or the other, the *GoldenEye* cheats tend to be more imaginative than most. Of course you can use hacks to get cheats or extra levels you can't reach on your own, but the best codes reveal *GoldenEye*'s truly excellent hidden depths...

FOUR PLAYERS ON ALL LEVELS

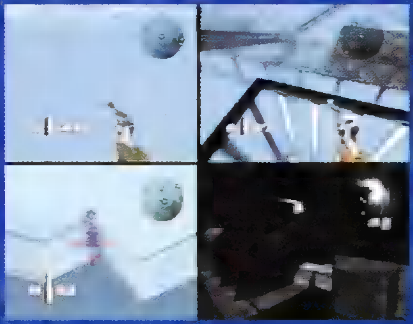
Select four players, and on the multiplayer main menu press the D-pad in the appropriate direction to activate the code.

Archives (Up)
D00572D0 0002
80026AB7 0009

Bunker (Left)
D00572D0 0002
80026AB7 0008

Caverns (Down)
D00572D0 0002
80026AB7 0008

Egyptian (Right)
D00572D0 0002
80026AB7 0008



NEW MULTIPLAYER LEVELS

Play Cradle and Statue with up to four players! To activate the codes, press Top-C when clicking the start tab to go to the Cradle, or Bottom-C to go to Statue Park.

Cradle
D00572D1 0008
80025E47 0029

Statue
D00572D1 0004
80025E47 0016

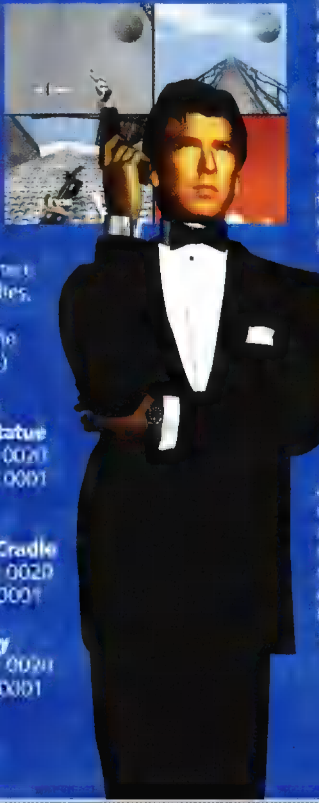
PLAY BIGGER MULTIPLAYER LEVELS

These codes blow open the locked doors in the appropriate multiplayer levels. To open the door, player one must stand in front of it and press L. The locked door on Cradle is at the bottom, where Trevelyan dies, and allows access to the entire sky(!)

All Water Caverns/Statue
D00572D1 0020
800AD31C 0001

All Archives/Cradle
D00572D1 0020
80084B1C 0001

All Facility
D00572D1 0020
800AFB1C 0001



IS IT LEGAL?

The last thing we want to see in I'm The Best or [illegible] Club are Action Replay-assisted scores, which is why we tend to ask for video evidence for some of the more hackable games. Cheating your way to a fast time is pretty unsatisfying anyway, which is why we reckon the best Action Replay codes are the ones that do weird and wonderful things to your favourite games. Making Mario limbo dance his way around *Super Mario 64* is a laugh. Typing in a code to give you 120 stars defeats the object of playing the game. Although a code to get a particularly elusive bonus might be worthwhile – the expert mode in *Star Wars* or the platinum challenges in *Blast Corps*, for example. It's up to how you choose to use (or abuse!) your code chopping power.

ALL GUNS, NO ARMOUR

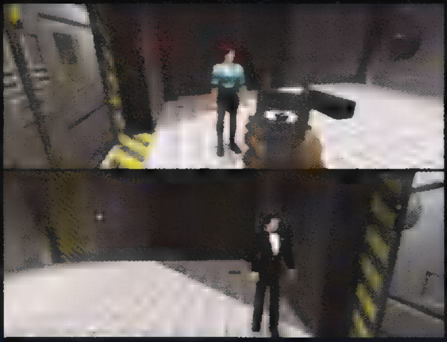
These codes give all weapons and remove the body armour for spicier multiplayer battles. You have to activate the individual codes for each player and level you're going to use.

TEMPLE, LIBRARY, COMPLEX, STACK, BASEMENT

	All guns	No body armour
P1	8008F8E4 0007	8108E7E0 0000
P2	80092354 0007	81091250 0000
P3	80094DC4 0007	81093CC0 0000
P4	80097834 0007	81096730 0000

Facility

P1	800B00E4 0007	810AEFE0 0000
P2	800B2B54 0007	810B1A50 0000
P3	800B55C4 0007	810B44C0 0000
P4	800B8034 0007	810B6F30 0000



Bunker

P1	800A10E4 0007	8109FFE0 0000
P2	800A3B54 0007	810A2A50 0000
P3	800A65C4 0007	810A54C0 0000
P4	800A9034 0007	810A7F30 0000

Archives, Cradle

P1	800B50E4 0007	810B3FE0 0000
P2	800B7B54 0007	810B6A50 0000
P3	800BA5C4 0007	810B94C0 0000
P4	800BD034 0007	810BBF30 0000

Water Caverns, Statue

P1	800AD8E4 0007	810AC7E0 0000
P2	800B0354 0007	810AF250 0000
P3	800B2DC4 0007	810B1CC0 0000
P4	800B5834 0007	810B4730 0000

Egyptian

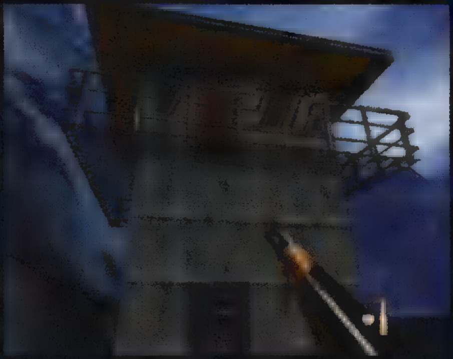
P1	800DA8E4 0007	810D97E0 0000
P2	800DD354 0007	810DC250 0000
P3	800DFDC4 0007	810DECC0 0000
P4	800E2834 0007	810E1730 0000

Caves

P1	800C1BE4 0007	810C07E0 0000
P2	800C4354 0007	810C3250 0000
P3	800C6DC4 0007	810C5CC0 0000
P4	800C9834 0007	810C8730 0000

No clipping (Dam)

Reach the mysterious island at the far side of the lake. Enter the three lines of code, stand on the far left corner of one of the docks and press the AR button. You'll be pitched to your left, through the invisible barrier around the dock and into the water. You can now walk to the island.
D004C2D1 0030
800BA78D 0050
880BA78D 0000



MISC CODES

Extra weapons 8005859D 0001
Max ammo 80058594 0001
Predator mode (multi) 800585A6 0001
10x health 800585A0 0001

THE LEGEND OF ZELDA: OCARINA OF TIME

Infinite rupees
81118404 03E7
Infinite health
81118400 0140
Infinite magic
80118403 0030
Infinite deku sticks
80118444 0000
8011845C 0063
Infinite deku nuts
80118445 0001
8011845D 0063
Infinite bombs
80118446 0002
8011845E 0028
Infinite slingshot bullets
8011844A 0006
80118462 0032
Infinite bombchus
8011844C 0009
80118464 0063
Infinite beans
80118452 0010
8011846A 0063

Empty bottle
Fill the bottle with whatever you want just by changing the last two digits.
1st position
80118456 0014
2nd position
80118457 0014
3rd position
80118458 0014
4th position
80118459 0014

Bottles contents
Red potion 15
Green potion 16
Blue potion 17
Bottled fairy 18
Fish 19
Lon Lon milk 1A
Letter 1B
Blue fire 1C
Bug 1D
Big Poe 1E
Lon Lon milk 1F
Poe 20

Trading sequence
8011845A 0021
Change 21 to:
Chicken 22
Zelda's letter 23
Pocket egg 2D
Pocket cucco 2E
Cojiro 2F
Odd mushroom30
Odd potion 31
Poachers Saw 32
Broken sword 33
Prescription 34
Eyeball frog 35
Eye drops 36
Claim check 37

Silver scale
80118472 0002
Gold scale
80118472 0004
Infinite time to ride horse in field
801197A1 0038
All equipment
81118462 7777
All items available on quest status page
81118471 30FF
81118476 FFFF
Infinite arrows
8011845F 0032

SILICON VALLEY

Input the following and you'll earn infinite health for the animal of your choice. Use only one of these codes at any time:

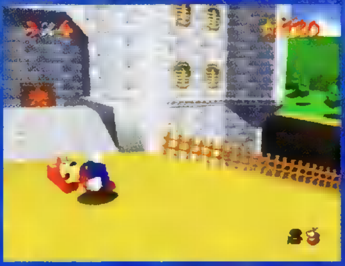
Evo
801DE085 0080
Mouse, Hyena
801DFB51 0080
Rocket Dog
801DEC01 0080
King Rat
801E19F1 0080
Dog, Bear, King Penguin
801DE459 0080

Fox, Penguin, Husky, Tortoise Tank
801DFF25 0080
Elephant
801DE82D 0080
Bunny, Racing Turtle
801DF3A9 0080
Rocket Husky
801E1DC5 0080
Fish
801E4039 0080
Lion, Camel
801E02F5 0080

Desert Fox
801E1613 0080
Desert Rat, Vulture, Kangaroo
801DEFD5 0080

MARIO64

Turn Mario into a pitiful freak using these superb AR codes:



Limbo Mario
8030961C 00C0
Mario runs backwards
8030961E 0080
Big fist Mario
80309616 0010
Mario runs bent over
8030961C 0050
Strobe Mario
803094F0 0078
Rubber walls
81309434 FFFF
Crazy camera
81309263 0095
Flat Mario
803094E4 0078
Shrinking foot/growing hand
8030961B 0050
Giant foot
8030961B 0090
Mario runs twisted sideways
8030961E 0060
One foot missing
8030961B 0080
One hand missing
8030961B 0020

BANJO-KAZOOIE

Must be on codes
DE000400 0000
8124C626 1700
812974C4 1700
81203A00 1500
Open all doors & secrets.
Press Up to open everything, and Down to close it again.
D0285734 0008
80277F50 003E
D0285734 0004
80277F50 003F
Fly any time
D0285734 0008
Fly over the wall to the Ice Key!
80370EA1 0001

100 NOTES ON:

Mumbos Mountain
803869D1 0064
Treasure Trove Cove
803869D2 0064
Clankers Cavern
803869D3 0064
Bubblegloop Swamp
803869D4 0064
Freezeezy Peak
803869D6 0064
Gobi's Valley
803869D7 0064
Mad Monster Mansion
803869D8 0064
Rusty Bucket Bay
803869D9 0064
Click Clock Wood
803869DA 0064

TOP GEAR OVERDRIVE

Unlimited Nitros
800F590F 0014

ROGUE SQUADRON

200 Kills
80130865 00C8
200 Saves
80130866 00C8

LYLAT WARS

Infinite Lives
80163C09 0063
Infinite Bombs
80179F0B 0005

BODY HARVEST

Body count always At zero
81048194 0000

BEETLE ADVENTURE RACING

Unlock cars
8002CFF7 000B
Unlock tracks
8002CFFB 0006
Unlock difficulties
8002CFFB 0003

STAR WARS RACER

Infinite Money
8111C81A 270F

TO BE CONTINUED... There'll be loads more Datel Action Replay codes next month.

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TIPS EXT

Rampage 2: Universal Tour

PLAY AS ALIEN
To play as the alternate alien with an unpronounceable name, enter the password: **B1G4L**.

PLAY AS GEORGE
To access George, enter the password: **SM14N**.

ALL CHARACTERS
To get all the characters enter the password: **N0T3T**.

PLAY AS LIZZY
To access Lizzy, enter: **S4VRS**.

PLAY AS MYUKUS
To access Myukus, enter the password: **N0T3T** (the '0' is a zero).

PLAY AS RALPH
To access Ralph, enter the password: **LVPVS**.

Star Wars Episode One: Racer

SELECT VEHICLE
VEHICLE STATISTICS

1/3
LAP
00.00
TIME
POS

Select tournament mode, then highlight an unused position on the name entry screen. Hold Z and enter the relevant code as a name by pressing L to select each letter. Select 'End', then press L followed by A to enter any desired name. Begin a race on any tournament track. Pause the game and press Left, Down, Right, Up. This will enable all of the following cheats…

1/3
LAP
53.04
TIME
8/12
POS
496

INVINCIBILITY
Enter RRJABBA as a name and the invincibility option can be enabled on the cheat menu that appears. Note: Your pod is still vulnerable, as you can still be destroyed by falling off cliffs or by a turbo boost fire.

MIRROR MODE
Enter RRTHEBEAST as a name and the mirrored tracks option can be enabled on the cheat menu that appears.

DEBUG MENU
Enter RRDEBUG as a name and the debug option can be enabled on the cheat menu that appears.

1/3
LAP
18.82
TIME
1/12
POS
422

DUAL CONTROL OPTION
Enter RRDUAL as a name and then you can control each engine of the podracer with controllers one and three. Press Up and Down on both controllers' analogue sticks to accelerate and steer, and Z for the turbo boost.

RACE AS JINN REESO
Enter RRJINNRE as a name and save the file as A. Select any other file with Mars Guo and he will be replaced with the bonus pilot. Note: Mars Guo must be unlocked by successfully completing certain tracks before using this code.

QUICK START
Here's how you get a flyer from the start. All you need to do is press A just as the number one disappears.

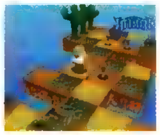
1/3
LAP
1:40.69
TIME
10/12
POS
588

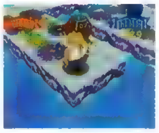
RA

Have you ever been stuck on a game, and felt like you're in the slow lane? Well, here's where Tips Extra can help. Welcome to the tips expressway...

Charlie Blast's Territory

LEVEL	PASSWORD
2.	4 Clubs, 5 Hearts, 10 Clubs, Queen Clubs, Queen Clubs
3.	4 Clubs, 5 Hearts, 10 Spades, 9 Clubs, 4 Clubs
4.	Ace Clubs, 7 Diamonds, 6 Hearts, 6 Spades, 2 Hearts
5.	6 Hearts, 2 Hearts, Ace Spades, 5 Hearts, 8 Hearts
6.	9 Diamonds, 10 Diamonds, Jack Diamonds, Jack Hearts, Queen Hearts
7.	9 Diamonds, 10 Hearts, 10 Hearts, 7 Diamonds, 5 Hearts
8.	Ace Clubs, 7 Diamonds, 8 Diamonds, 5 Clubs, 8 Hearts
9.	6 Diamonds, 4 Hearts, 9 Hearts, 6 Hearts, Queen Clubs
10.	7 Diamonds, 10 Hearts, Ace Hearts, 9 Spades, 6 Hearts
11.	7 Diamonds, 4 Spades, 9 Diamonds, 7 Hearts, Queen Hearts
12.	6 Diamonds, 4 Diamonds, 9 Clubs, 8 Clubs, 4 Clubs
13.	5 Clubs, 9 Clubs, Jack Hearts, 6 Clubs, 4 Clubs
14.	2 Hearts, 3 Diamonds, 9 Diamonds, 3 Diamonds, 2 Clubs
15.	4 Clubs, 5 Hearts, Queen Spades, 4 Clubs, 8 Clubs
16.	6 Diamonds, Jack Spades, 2 Hearts, Ace Diamonds, 6 Hearts
17.	6 Hearts, 2 Hearts, Queen Clubs, 7 Spades, 3 Hearts
18.	6 Clubs, King Hearts, 10 Hearts, Ace Clubs, 3 Spades





CONGRATULATIONS
PASSWORD

Flying Dragon

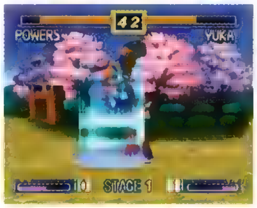
53
KAIMA
SHOURYU
STAGE 0 2

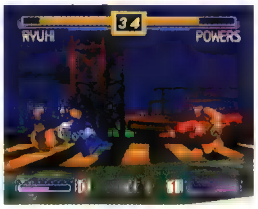
RAYOMAU TOURNAMENT
Earn nine medals to play in the Rayomau tournament.

BE BOKUCHIN
Defeat Bokuchin and you'll be able to use him.

BE RYUMAOU
Complete the Ryumao Tournament.

PLATINUM FIGHTERS
Select the "SD Hiryu" mode and fight in the circuit. Then defeat a platinum character to earn a medal. The platinum characters will be playable after all ten medals have been collected.





EASIEST DIFFICULTY LEVEL
Select the EASY difficulty level then tap Left until VERY EASY is displayed.

HARDEST DIFFICULTY LEVEL
Select the HARD difficulty level and tap Right until VERY HARD is displayed.

Classic tip GoldenEye

Whadda game, eh? But, have you ever fancied some extra multiplayer characters? Of course you have. We all have. Well, read on to find out how you can get your grubby little mits on an additional 31 characters...

- **Bonus characters**

Enter the multiplayer mode character selection and display the last available character (either Mishkin or Moonraker Elite). Next, press the following controller combinations. Hold L + R and press Left-C. Hold L and press Top-C. Hold L + R and press Left. Hold L and press Right. Hold R and press Down. Hold L + R and press Left-C. Hold L and press Top-C. Hold L + R and press Right. Hold L + R and press Bottom-C. Hold L and press Down. An additional 31 characters will now be selectable.

Baron Samedi
Mayday
Select Character
Ourumov
Bond

ACTION REPLAY

ACTION REPLAY CODES

BEETLE ADVENTURE RACING

1. Unlock all Cars	8002CFF7 000B
2. Unlock all Tracks	8002CFF3 0006
3. Unlock all Difficulties	8002CFFB 0003
4. Unlock Airport (Multiplayer)	8002D000 0001
5. Unlock Parkade (Multiplayer)	8002D001 0001
6. Unlock Stadium (Multiplayer)	8002D002 0001
7. Unlock Castle (Multiplayer)	8002D003 0001
8. Unlock Ice Flows (Multiplayer)	8002D004 0001
9. Unlock Volcano (Multiplayer)	8002D005 0001
10. Unlock Dunes (Multiplayer)	8002D006 0001
11. Unlock Roof Tops (Multiplayer)	8002D007 0001
12. Unlock Woods (Multiplayer)	8002D008 0001
13. Unlock Number of Ladybug's Cheat	8002D009 0001
14. Unlock Ladybug Colour Change Cheat	8002D00A 0001
15. Unlock Health Cheat	8002D00B 0001
16. Unlock Power-ups Cheat	8002D00C 0001
17. Unlock Time Limit Cheat	8002D00D 0001
18. Unlock Radar Cheat	8002D00E 0001
19. Unlock Damage Cheat	8002D00F 0001
20. Unlock ? mode Cheat	8002D010 0001
21. Unlock Time Attack Bonus Boxes Cheat	8002D011 0001
22. Unlock Breakables Cheat	8002D012 0001
23. Unlock Environment Cheat	8002D013 0001
24. Unlock Cars Cheat	8002D014 0001
25. Unlock Handicap Player 2 Cheat	8002D015 0001
26. Unlock Colour Change Cheat	8002D016 0001
27. Unlock Field of View Cheat	8002D017 0001
28. Unlock Horn Cheat	8002D018 0001
29. Unlock Track Music Cheat	8002D019 0001
30. Unlock Handbrake Power Cheat	8002D01A 0001

BANJO-KAZOOIE

These codes have been created and tested on the Action Replay Professional 3.02

Fly any time	D0285734 0008 8037CBA1 0001*
100 NOTES ON:	
Mumbos Mountain	803869D1 0064
Treasure Trove Cove	803869D2 0064
Clankers Cavern	803869D3 0064
Bubblegloop Swamp	803869D4 0064
Freezeezy Peak	803869D6 0064
Gobi's Valley	803869D7 0064
Mad Monster Mansion	803869D8 0064
Rusty Bucket Bay	803869D9 0064
Click Clock Wood	803869DA 0064

* To get this to work all you need to do is press Up on the D-pad and A. You can then fly anywhere.
Steve G

All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

We all love a good tip, don't we, eh? Well, fancy an ultra-rare and highly prized **N64** badge? Then all you need to do is get a tip printed. And if your tip's really good, you could even claim the top spot and win a Makopad from Interact (01204 700139). Best get tipping, then!

Top tip

1 GoldenEye
Here's all you have to do: Activate All Weapons and Infinite Ammo, and go to Silo on 00 Agent. Then just throw some plastique at the wall, shoot it, then run like hell through a level that's on fire behind you. And that's how you really feel when you're Bond, James Bond.
Oliver, Worthing

2 Zelda 64
Go to fight Ganon, let him bash your sword away, then save the game and restart your N64. You'll no longer have your sword! Now ride Epona and you'll be able to use any weapon you want.
Tom Saunders, Somerset

3 Zelda 64
In Kakariko village, get to the roof with the bloke on it. Between the sails of the windmill you'll see a gap containing a tree stump. Longshot across to it and you'll find – surprise, surprise – a chicken inside.
Kevin Clegg, Hayle

4 GoldenEye
Put Tiny Bond on Bunker 2, then as you go up the passage to get out of the building, crouch down, go up the stairs then go backwards down the steps. And hey presto, you're right on top of the building!
Grant Robinson, Scotland

5 Zelda 64
If the Stalfos are getting on your nerves as young Link at night, just keep to the paths and they won't appear.
Doctor X, Uddersfeel (apparently)

6 Body Harvest
After beating the processor save the game and reset the console. Now go to your game and use the status beacon to go back to the start of the stage that you've just beaten. All the aliens have gone but the ammo has returned!
Neil Ashdown, Banbury

7 Zelda 64
To get the heart on top of the house in Kakariko village as young Link, climb the huge tower, go to the left side, press and hold Z and press A, and then move the joystick left. Link should grab onto the fence next to the house and pull himself onto the roof.
Andrew Roberts, Devon

8 Body Harvest
Stand outside a house, open the door and at the same time hold Z and Right-C. Adam will roll into the house and get his gun out. Nicely done
Luke Allen, Teddington

9 South Park
On the level Toy Rampage, after you meet Stan, head along to the end of the road and walk around into the backyard of the house on the right. In this small garden you'll find a Warpo Ray Gun with extra ammo. If you climb onto the roof, you'll also find a Super Sniper Chicken.
James Patterson, Surrey

10 Micro Machines
Here, have some great cheats. Enter your name as CATLIVES in the one player mode and you'll get nine lives. Enter your name as GIMMEALL and you'll get all the multiplayer tracks.
Oliver Gibson, Bucks

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

And I've found that if you:

Name ....

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....

Postcode ....

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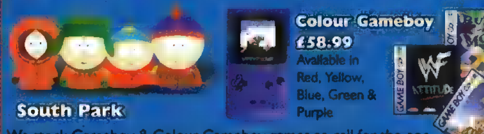

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Written by a team of top game journalists and delivered via email, Future Gamer is a free, daily, news-based magazine covering PC, N64 and PlayStation titles. FG has impressed industry players and online gamers alike, with MCV calling it "cutting edge... a fine read".

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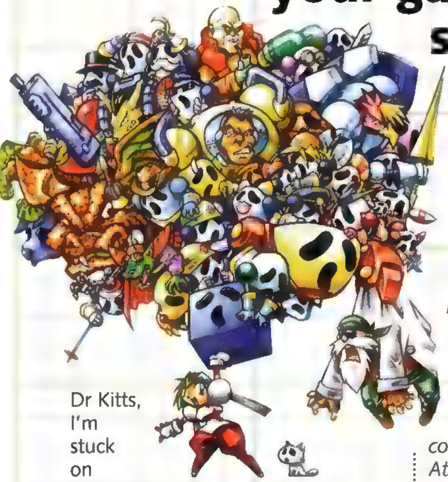
Dr. Kitts' Game Clinic

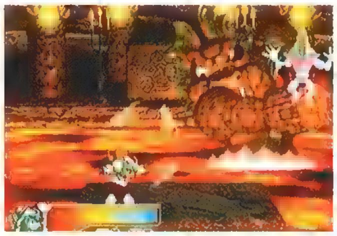
THE DOCTOR IS... in

The prescription pad is ready as Dr Kitts prepares to prescribe cures for your gaming sores.



Dr Kitts,
I'm stuck on *Mischief Makers*. I've found most of the Gold Gems but there are a few levels where I can't find them, namely 2-11, 3-2, 3-10, 3-12, 4-6, 4-11, 5-1, 5-3, 5-6, 5-8. Please could you tell me how to get them.
Ross Anderson, Peterborough

Sucking on his bic biro, Dr Kitts ponders for a moment:
Right, I think I can just about remember these.
2-11: *With a lot of practice, you can defeat Migen and Son without getting hit. Succeed and the Gold Gem will be yours.*
3-2: *Okay, here you have to save the Clancer wearing the Santa hat near the beginning of the level and then shake him up so he drops the mine.*
3-10: *You have to finish the 100 metre dash in under 11 seconds. You must start as soon as the GO comes up. This is by no means easy. At all. Good luck!*
3-12: *This is probably the toughest gem in the game. Defeat Lunar without getting hit once and it's yours for the taking.*
4-6: *When the boss goes for a wind-up punch, grab it and then throw him backwards into a wall. He'll get hit hard and drop the Gem.*
4-11: *Just like Lunar, beat him without getting hurt – this is much easier, though.*
5-1: *Hell this is tough. You'll see one of the Clancers carrying it after the third mech. Try giving them all a bit of a shake up.*
5-3: *Give the third missile a shake to free the Gem.*
5-6: *You guessed it! Beat Phoenix Gamma without taking a hit. This is tough, and no mistake!*
5-8: *You should be able to figure this one out by now. Beat him perfectly and the gem's yours. Hope that solves your problem.*



△ *Make sure you don't get hit and the Gold Gem will be yours.*

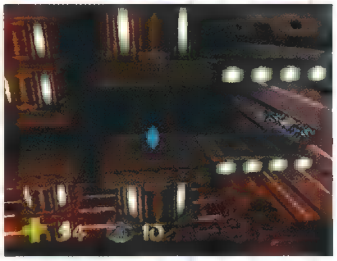
Dr Kitts,
I'm stuck on Stage 2 of Java in *Body Harvest*. Whenever I get to the military base the truck that I'm meant to follow never comes. I've waited for 20 minutes, used 30 shotgun shells on the door and still no result. Please help.
Liam Desroy, Leeds

△ *Once you've found the truck it's simply a case of following it.*

Dr Kitts slowly crosses and then uncrosses his legs:
Right, I think the problem here is that you're waiting for the truck to come to you. You're not allowed in the military base because you don't have authorisation, but if you wander around outside you should find the truck circling about. When you come across it, follow the truck to the doors of the base and when the doors open, follow it in.

Dr Kitts,
Help me! I can't seem to get hold of the fifth Ion Capacitor on level six of *Turok 2*. I've looked all over the place, by laser beams and that damn annoying area with the moving platforms, but still no joy. Please can you help me?
Chris Davies, Birmingham

Sucking in his teeth, Dr Kitts takes a deep breath and scratches his head:
Umm, let's see... Ah, now I remember. The fifth Ion Capacitor can be found above the lasers beams with the fans – just after the annoying area with the moving platforms on a timer. There's another one on the lip of a pipe in the room with the narrow walkways. Use the small platform to get into the pipe and make your way round to the crystal. There are two more Ion Capacitors in the large room suspended over another series of laser beams, but to get these you must open the doors first before you jump across.



△ *These platform are on a timer, so you've got to jump at exactly the right moment. Or. You. Will. Die.*

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

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.... **Postcode** ....

You're through to the...
NINTENDO

This issue of Hotline has forsaken the joys of *Zelda* and *Pokémon Stadium* for the spooksville known as *Castlevania.* It seems a lot of you are stumped on this fabulous vampire-fest, so we've decided to concentrate on covering the main points for all you unlucky gamers who can't quite work things out. Hope we've been of help.

We've also been busy getting to grips with the fantastically fine *Star Wars Episode 1: Racer*, and whilst **N64** is currently running the best guide you could possibly get your hands on (see page 92), we're always here to answer more specific questions on the latest and greatest instalment in the Star Wars franchise.

Anyway, unwrap the garlic, get out the wooden steaks and read on at your peril. Mwaa, ha ha ha ha ha... Cough... Ahem...

Castlevania

COMMON QUESTIONS

Q **In the Maze I've talked to Malus, but he's run off – the little tyke! I've looked everywhere, but keep running into the spooky guys with dogs. What can I do?**

A Just follow these simple directions to find the young scamp. Go back under the archway you came through and take the first door on the left. Follow the path to the T-junction and take a right. Go through the archway, forwards to the end and then go left. Take the next right and follow the one-way path to the next T-junction. Go left, right, then right again. Take the next right, go forwards as far as possible and then go right. From here, follow the left wall to a single green tree and enter the path to the tree. Follow the corner round, take the first right and go forwards to find – at last! – Malus.

Q **What, precisely, are the special crystals that I keep finding throughout the game?**

A These crystals, when found, will prompt you (if you wish) to overwrite your game once you've finished. The first of these will let you play the game on a new difficulty setting (Hard) and the second will let you select a different costume on the character selection screen by pressing Up when choosing your character. The choice... is yours.

Q **I'm in the Castle Centre, and I'm stumped on the bit where you have to use the Nitro and the Mandragora. Can you help me out, please?**

A Certainly can, our misguided demolition expert. Let us explain the best approach...

From the start, pop down the hallway and take the first right. Follow the right wall and enter the first door. Kill the three vampires in the room, enter the gate at the top of the steps and climb the stairs. Cross to the far corner of the next room and go up the steps to the next floor. Enter the door on the left and continue along the one-way path to reach the White Jewel next to some broken stairs. Enter the door at the top of the stairs and go through the next two doors. Turn right, follow the left wall along and enter the door. Talk to the lizard to get the Torture Chamber key and enter the next door to locate the room with the Magical Nitro. Walk up to any of the red jars and get some Magical Nitro. (Note: The bottle won't disappear from the ledge, but Magical Nitro will appear in the item subscreen. Also, there will be an automatic cut sequence with Malus.)

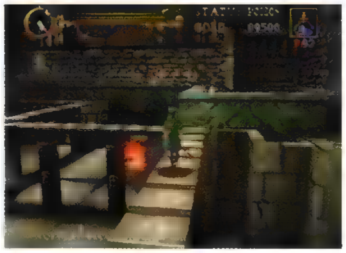
Leave the room and go through the next door. Follow the left wall to find a cracked section of wall. Put the Magical Nitro next to the cracked wall – this may take a few attempts. Now face away from the wall, go forwards and turn right. Follow the wall on the left and enter the first door. Go back down the one-way path to the broken stairs and the White Jewel, enter the next room and promptly defeat the lizard-like chappies that appear.

Done that? Okay, from there go through the next door to reach the room with the red carpet and staircase. Go down the stairs, and continue through the next room until you reach another set of stairs taking you down to the large room with the three vampires. Kill these, then take the exit on the opposite side of the room. From here go left to the intersection, turn right, go forwards and enter the door to reach the Torture Chamber.

Continue forwards to the far wall and take some Mandragora. Exit the room, and return to the cracked wall where the Magical Nitro was

01703 652222

HOTLINE



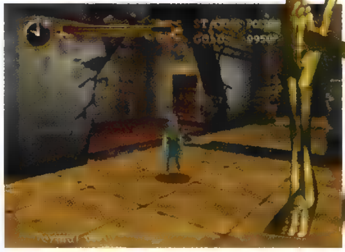
placed. Stand next to it and plonk the Mandragora down to blast a hole in the wall.

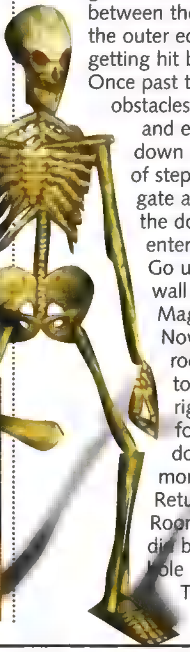
Go through the new opening and enter the door on the right to the library. Walk over to the right wall and jump onto the first bookcase. Face the door and jump onto the ledge, follow it around to the right, then grab and climb onto the tall block to create an opening in the ceiling. Grab and climb up into the opening and step on the floor switch in the far corner to create another hole in the ceiling. Climb up into the new hole to enter the Star Room. Go to the pillar in the centre of the room and place the goddess statues in the following order to remove the seal in Bull's Room: Gold – 2, Red – 4 and Blue – 8.

Return to the hole and stand on the tile to open it, drop down and stand on another tile to enter the Library. Go through the Library, and follow the right-hand hallway to the right. Go past the faces that spit fire at you and enter the door. Continue along the one-way path to reach the room with red carpet and a staircase. Cross to the far side of the room and go up the stairs. Follow the one-way path and enter the room with Magical Nitro. (Note: If you enter this room from the wrong direction, there's no way to get the Nitro safely to the Bull's Room. So don't do it, alright!)

Grab the Nitro and backtrack to the room with the ledges and gears. Carefully cross the narrow ledges to reach the slowly rotating gears, then follow the first gear as it turns left. When you reach the second gear, follow the first gear as it turns – staying in-between the middle spoke and the outer edge – to avoid getting hit by the second gear. Once past these dastardly obstacles, go up the ramp and enter the door. Go down the next two sets of steps, squeeze past the gate and pop through the door. Go right and enter the Bull's Room. Go up to the cracked wall and ditch some Magical Nitro there. Now go out of the room, turn right, go to the end and turn right again. Go forwards, enter the door and get some more Mandragora. Return to the Bull's Room and, just as you did before, blast a lovely hole in the wall.

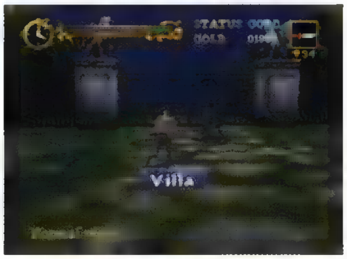
There, we hope that gets you started.





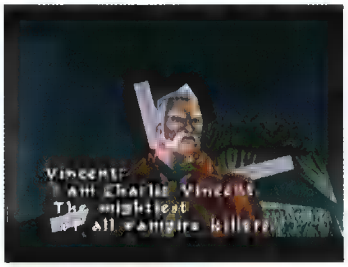
Q **At the Villa in the Garden Maze area, how do I get on top of the water fountain?**

A In the water at the base of the fountain is a section of stone that rises at midnight. Ride this section of stone to reach the upper part of the fountain. Be warned, mind, as this section of stone lowers back down again at 1am.



Q **I've talked to Charlie Vincent and received the clue about 'roses', but I'm not sure what the heck he's going on about. Can you shed some light on the subject perhaps?**

A By all means. Once you've talked to Vincent, leave the room and head back downstairs. Go into the room with roses between 3am and 6am to find Rosa, who will give you the next clue. Now go back to Vincent's room and talk to him again and get hold of the Archives Key. Easy!



Vincent:
I am Charlie Vincent.
The mightiest
of all vampire killers.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor (which is what we like to call ourselves), they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm. So, please, feel free to give us a call with your gaming problem.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready to jot down all the information.

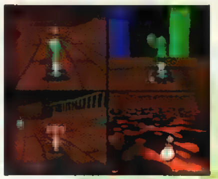
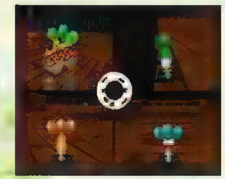
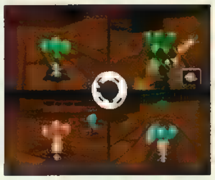
Ten challenges to test the best.

GAME ON

Even the best N64 games aren't designed to be played forever. Once you've seen everything a title has to offer, the only thing left to do is put it to sleep in some dark, dusty cupboard.

Until now, that is. With our collection of quirky challenges, you can kick your forgotten cartridges into life once more. We've deliberately made all these tasks a little bit tricky, but with skill they're all perfectly possible. Following on from last month, we've introduced ten more testing challenges to allow you to get the most from your favourite games.

Mario Kart 64 — *Donut race*

Here's a challenge that gives the otherwise useless Big Donut battle track something to do, and it's a great way to teach masterful battle mode players a lesson. While your three opponents can pick up and use any power-up and race anywhere, you're banned from using weapons, and doomed to spend the entire race driving clockwise around the track. The others gang up and try to smack you with their power-ups, while you try to complete as many circuits of the track as possible before all three of your balloons drift into the sky. You can turn around to avoid an attack if you wish, but only complete clockwise circuits count.

CIRCUITS	5	3	1

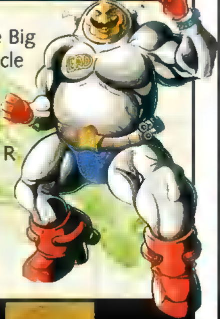
Glover — *Ball buoyancy*

Hasbro's impressive 3D platformer is nail-rippingly frustrating at times, and is especially so when it comes to steering the ball across water. So you're going to hate us for this. First, guide the ball into any large stretch of water (the start of level 1-3 is ideal). Now push the stick in any direction for a bit, jump by pressing A, then try to steer the glove so it lands back on the moving ball. Keep holding A throughout, as this will make the glove jump straight back off again, and see how many times you can successfully leap and land without falling in the drink.

JUMPS	7	5	3

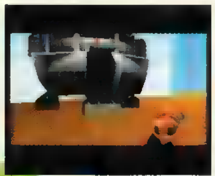
F-Zero X — *Hand horror*

Pick the practice mode on any difficulty and choose the Big Hand circuit. The moment the race starts, flip your vehicle to face the wrong way and start racing. The challenge is to see how many times you can complete a backwards lap without your craft being obliterated. It will not be easy. Try to activate your shields with Z and R if you see the pack heading straight for you, and be aware that the computer opponents tend to bunch together on one side of the track as they race. They all travel at a relatively fixed speed, so you should be able to learn at what points you'll bump into them.



LAPS	6	4	2

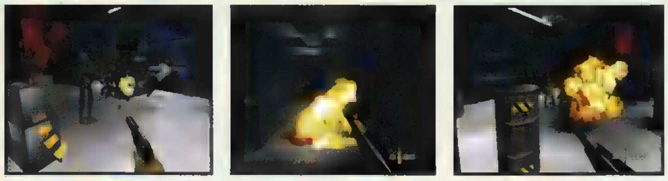
Body Harvest — *Driving test*



Start a new game and jump into the Milo's Supplies van that's lying nearby. Immediately to the east, you should spot a cluster of four trees – three of which are arranged in a pleasingly straight line. The challenge here is to weave your van between all three (first left, then right, then left again), then *reverse* back through. If you hug the trunks your vehicle should steer itself around, but you'll have to do your fair share of braking and turning to squeeze all the way through. You're timed for this challenge, so we'd advise a few practice runs before attempting it against the clock.

TIME (SECONDS)	30	25	20

GoldenEye Shake the room



Head for the Silo level on Agent difficulty for this challenge. The idea is to murder as many guards as possible, without planting a single bullet in them. How? By shooting up the local scenery and creating some lovely-but-lethal explosions. Sprint through groups of bad guys and lure them towards computer consoles, satellites and barrels, then open fire and stand well back – the surprisingly large blast radius should work in your favour. You don't need to complete the mission objectives, so feel free to send a few scientists flying, and we'll forgive the odd guard accidentally killed by gunfire.

SCORE	40	30	20

Zelda Tightrope treachery

For this, you need to make your way to the very top of Goron City. This challenge is based around the tightrope that stretches from the central platform to the north-west of the cavern – it's the one that forks at the halfway point. The aim is to pelt across and back at full speed, only moving the stick to steer left and right. You're allowed a couple of seconds break between runs to swing the camera around using Z and to get your bearings, but braking mid-sprint is forbidden. A full circuit means successfully travelling both across *and* back. Don't look down...

CIRCUITS	6	4	2

Diddy Kong Racing Frog fest

Start the adventure mode and kart towards the pond where the froggies hang out. You've now got 30 seconds to splat as many of the croaking green blighters as you can. Copious use of B as you accelerate will ensure that you swing around quickly, and you can prevent frogs leaping to avoid your wheels-o'death by approaching them from behind, or randomly accelerating and braking as you get near to them. We'd suggest that you avoid slowing yourself down by going for a dip in the pond itself. Oh, and you only rack up a flattened frog if you hear the sickening squelching noise. Okay?

FROGS	10	7	5

Wave Race 64 Wonder buoy

Here's one for all you *Wave Race* fans. You'll need to select the Sunny Beach time trial for this challenge. Head for the first buoy (it's yellow) and attempt to jetski around it – and here's the tricky bit – *without* clipping the sides. See how many times you can do this in 60 seconds. Make sure you pull back on the stick to steer tightly around the bouy, and use the A and B buttons together as an alternative way of performing a swift turn. Your choice of rider is also important – the heaviest jetskiers will find it almost impossible to follow the floating balloon's delicate contours.

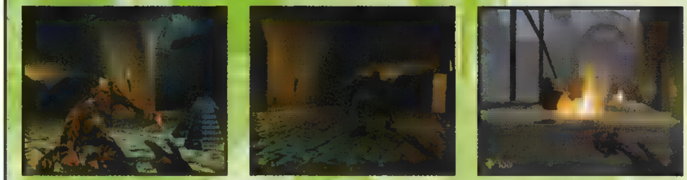
CIRCUITS	10	8	6

Mario Party Bowser's revenge

Bash 'n' Cash is one of *Mario Party's* most unfair sub-games, so this challenge gives Bowser a bit of a breather from having his head pummelled. You, as Bowser, need to hop onto any or all of the other three players, and bounce on their bonces as many times as you can in the time allowed. The others should try their best to scarper and put your trampolining to an end. Needless to say, they're not allowed to use their hammers. Remember, you can steer yourself around in mid-air in an attempt to prolong your hopping.

BOUNCES	30	20	10

Turok 2 Raptoid run



Head for level 1 and run to where the first level 2 key is sitting. Kill the first Raptiod you stumble across, then lure the next two back to the room with the key. Your job now is to avoid being punched or scratched by either Raptoid, without leaving the room. The sidestep button will be your best friend here, as it allows you to hug the walls while keeping an eye on the pesky mutants. The biggest danger is the two fiends separating – by keeping them together, avoiding their razor-sharp claws shouldn't be too much of a problem. Good luck!

TIME (SECONDS)	30	25	20

I'M THE BEST

New leagues! New times! New winners!

Changing the leagues and adding fresh challenges has meant the arrival of a whole new pile of jiffy bags and padded envelopes this month. The I'm the Best box is bursting at the seams and to keep things exciting we'll be constantly updating leagues and including new games as they arrive in the shops.

Next issue we'll be expecting some of your Jabba-tastic *Episode 1: Racer* times and then, in the coming months, you can expect to see *Quake II* and *Jet Force* making an appearance. Get practising and get your times – with evidence – sent in to us. You could be the lucky recipient of a shiny new joypad.

New League

STAR WARS EPISODE 1: RACER

We want your times for the following tracks:

- Boonta Training Course
- Beedo's Wild Ride
- Mon Gazza Speedway
- Vengeance
- Scrapper's Run
- Ando Prime Centrum
- Malastare 100
- Executioner

STAR PERFORMANCE

LAP 1/3
TIME 00'01"99

It's that game you keep going back to. Well, we all do anyway. We devised a whole new set of *Mario Kart* challenges and Chris Bartlett had us all stood around with our jaws resting on the floor with his set of mightily impressive times. He is, you see, a jolly fine gamer and no mistake.

Congratulations to Chris on his outstanding achievement – something special is heading your way via the Royal Mail at this very moment.

If you think you've achieved a gaming feat worthy of recognition in this box then send the evidence in to us, marking your envelope 'Star Performance' and you too could win a prize.

NEW HIGH SCORE!

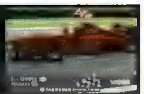
In **N64**/29 we asked for your fastest times on *F-Zero X*, in particular your quickest Space Plant times. The fastest time was *actually* by Richard Dunn from Lincolnshire, but as he won last month, we've decided to award the prize to second placer Alan Bell from Milford Haven. We think you'll agree it's only fair. Well done Alan – the joypad's on its way.

THIS MONTH'S TIME TO BEAT

1/3
1:35.05
TIME
10/12
POS
448

If the film's anything to go by, *Star Wars Episode 1: Racer* will be flying off the shelves. And for this month's challenge we want your fastest times on *Episode 1: Racer's* Mon Gazza Speedway. Get racing and remember, the winner gets a lush new Makopad from Interact (01204 700139). We'll print the winner's details in **N64**/33.

F1 World Grand Prix



UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO

1	1'05"60	Kristoffer Thorbjornsen, *Fife*
2	1'05"90	Joachim Clauwers, *Belgium*
3	1'09"98	Greig Bingham, *Kilmarnock*
4	1'20"23	Allan Marshall, *East Kilbride*
5	0'00"00	*We're waiting for your times!*

SPAIN

1	1'04"37	Joachim Clauwers, *Belgium*
2	1'05"78	Kristoffer Thorbjornsen, *Fife*
3	1'10"62	Greig Bingham, *Kilmarnock*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

CANADA

1	0'55"93	Joachim Clauwers, *Belgium*
2	0'58"33	Kristoffer Thorbjornsen, *Fife*
3	1'02"88	Greig Bingham, *Kilmarnock*
4	1'15"27	Allan Marshall, *East Kilbride*
5	0'00"00	*We're waiting for your times!*

HUNGARY

1	1'00"88	Joachim Clauwers, *Belgium*
2	1'02"44	Kristoffer Thorbjornsen, *Fife*
3	1'10"32	Greig Bingham, *Kilmarnock*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

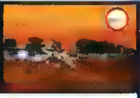
BELGIUM

1	1'22"80	Joachim Clauwers, *Belgium*
2	1'24"66	Kristoffer Thorbjornsen, *Fife*
3	1'29"95	Greig Bingham, *Kilmarnock*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

AUSTRIA

1	0'53"29	Joachim Clauwers, *Belgium*
2	0'55"49	Kristoffer Thorbjornsen, *Fife*
3	1'02"65	Greig Bingham, *Kilmarnock*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

Rogue Squadron



AMBUSH AT MOS EISLEY

1	0:53	**Richard Dunn**, *Lincolnshire*
2	0:55	**Andrew Harvey**, *Reading*
3	0:56	**Jan-Erik Spangberg**, *Sweden*
4	0:58	**Morten Tronstad**, *Norway*
5	1:01	**Ryan Medlock**, *Surrey*

LIBERATION OF GERRARD V

1	4:04	**Jan-Erik Spangberg**, *Sweden*
2	4:05	**Richard Dunn**, *Lincolnshire*
3	4:14	**Philip Ward**, *Portsmouth*
4	4:20	**Simon Duroe**, *Wales*
5	4:21	**Andrew Harvey**, *Reading*

SEARCH FOR THE NONNAH

1	3:31	**Richard Dunn**, *Lincolnshire*
2	3:33	**Jan-Erik Spangberg**, *Sweden*
3	3:46	**Philip Ward**, *Portsmouth*
4	5:36	**Andrew Harvey**, *Reading*
5	0:00	***We're waiting for times!***

BATTLE OF HOTH

1	2:49	**Jan-Erik Spangberg**, *Sweden*
2	2:58	**Simon Duroe**, *Wales*
3	3:08	**Andrew Harvey**, *Reading*
4	3:11	**Morten Tronstad**, *Norway*
5	3:18	**Danny Dunn**, *Lincolnshire*

RESCUE ON KESSELL

1	0:24	**Jan-Erik Spangberg**, *Sweden*
2	0:25	**Danny Dunn**, *Lincolnshire*
3	0:30	**Ryan Medlock**, *Surrey*
4	0:44	**Josh Bryson**, *Cheltenham*
5	0:00	***We're waiting for times!***

THE BATTLE OF CALAMARI

1	3:00	**Richard Dunn**, *Lincolnshire*
2	3:07	**Jan-Erik Spangberg**, *Sweden*
3	3:42	**Morten Tronstad**, *Norway*
4	3:46	**Simon Duroe**, *Wales*
5	3:51	**Josh Bryson**, *Cheltenham*

DEFECTION AT CORRELLIA

1	7.12	**Simon Duroe**, *Wales*
2	7.29	**Jan-Erik Spangberg**, *Sweden*
3	7:38	**Andrew Harvey**, *Reading*
4	8:15	**Philip Ward**, *Portsmouth*
5	8:20	**Chris Fennelly**, *London*

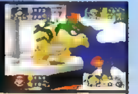
BATTLE ABOVE TALORAAN

1	2:02	**Danny Dunn**, *Lincolnshire*
2	2:24	**Jan-Erik Spangberg**, *Sweden*
3	3:45	**Philip Ward**, *Portsmouth*
4	0:00	***We're waiting for times!***
5	0:00	***We're waiting for times!***

DEATH STAR TRENCH RUN

1	1:54	**Richard Dunn**, *Lincolnshire*
2	1:56	**Jan-Erik Spangberg**, *Sweden*
3	1:58	**Philip Ward**, *Portsmouth*
4	1:58	**Andrew Harvey**, *Reading*
5	1:58	**Simon Duroe**, *Wales*

Mario Party



Flight Time

1	0'09"76	**Gavin Eggar,**	*Staffs*
2	0'09"48	**Ron Klijn,**	*The Netherlands*
3	0'09"36	**Philip Evans,**	*Manchester*
4	0'09"28	**Nick Leach,**	*London*
5	0'09"20	**Colin Taylor,**	*London*
6	0'09"20	**Chris Golds,**	*Horsham*
7	0'08"92	**James Danson,**	*Bury*
8	0'08"88	**Sue Bailey,**	*Kent*
9	0'08"68	**Ruben Larsen,**	*Norway*
10	0'08"64	**David King,**	*Gillingham*

No. of Spins

1	58	**Gavin Eggar,**	*Staffs*
2	56	**Ron Klijn,**	*The Netherlands*
3	56	**Philip Evans,**	*Manchester*
4	55	**Nick Leach,**	*London*
5	55	**Colin Taylor,**	*London*
6	55	**Chris Golds,**	*Horsham*
7	53	**James Danson,**	*Bury*
8	53	**Sue Bailey,**	*Kent*
9	51	**Andrew Mawer,**	*Immingham*
10	51	**Vidur Odedra,**	*Middlesex*

Slot car derby 1

1	0'25"13	**Ruben Larsen,**	*Norway*

Slot car derby 2

1	0'34"33	**Ruben Larsen,**	*Norway*

Bumper Ball Maze 1

1	0'32"40	**Ruben Larsen,**	*Norway*
2	0'35"16	**Daniel Syversen,**	*Norway*

Bumper Ball Maze 2

1	0'30"84	**Ruben Larsen,**	*Norway*
2	0'36"72	**Daniel Syversen,**	*Norway*

Bumper Ball Maze 3

1	0'37"96	**Ruben Larsen,**	*Norway*
2	0'41"68	**Daniel Syversen,**	*Norway*

Diddy Kong Racing

UK (PAL) TIMES ONLY

EVERFROST PEAK

1	1'37"40	**Andrew Harvey**, *Reading*
2	1'52"31	**Kristoffer Thorbjornsen**, *Fife*
3	0'00"00	***We're waiting for your times!***
4	0'00"00	***We're waiting for your times!***
5	0'00"00	***We're waiting for your times!***

FROSTY VILLAGE

1	1'20"60	**Richard Dunn**, *Lincolnshire*
2	1'27"56	**Andrew Harvey**, *Reading*
3	1'49"06	**Kristoffer Thorbjornsen**, *Fife*
4	0'00"00	***We're waiting for your times!***
5	0'00"00	***We're waiting for your times!***

WHALE BAY

1	0'57"46	**Morten Tronstad**, *Norway*
2	0'59"43	**Danny Dunn**, *Lincolnshire*
3	1'02"85	**Andrew Harvey**, *Reading*
4	1'14"53	**Ian Lawlor**, *Leeds*
5	1'18"96	**Kristoffer Thorbjornsen**, *Fife*

PIRATE LAGOON

1	1'06"11	**Morten Tronstad**, *Norway*
2	1'13"33	**Andrew Harvey**, *Reading*
3	1'32"00	**Ian Lawlor**, *Leeds*
4	1'41"60	**Kristoffer Thorbjornsen**, *Fife*
5	0'00"00	***We're waiting for your times!***

TREASURE CAVES

1	0'49"06	**Richard Dunn**, *Lincolnshire*
2	0'50"53	**Andrew Harvey**, *Reading*
3	1'02"65	**Ian Lawlor**, *Leeds*
4	1'04"15	**Kristoffer Thorbjornsen**, *Fife*
5	0'00"00	***We're waiting for your times!***

BOULDER CANYON

1	1'33"26	**Morten Tronstad**, *Norway*
2	1'33"81	**Danny Dunn**, *Lincolnshire*
3	1'43"26	**Andrew Harvey**, *Reading*
4	2'14"61	**Kristoffer Thorbjornsen**, *Fife*
5	0'00"00	***We're waiting for your times!***

HAUNTED WOODS

1	0'55"86	**Richard Dunn**, *Lincolnshire*
2	0'57"90	**Andrew Harvey**, *Reading*
3	1'20"95	**Kristoffer Thorbjornsen**, *Fife*
4	0'00"00	***We're waiting for your times!***
5	0'00"00	***We're waiting for your times!***

STAR CITY

1	1'30"90	**Richard Dunn**, *Lincolnshire*
2	1'31"93	**Morten Tronstad**, *Norway*
3	1'40"75	**Andrew Harvey**, *Reading*
4	1'55"76	**Kristoffer Thorbjornsen**, *Fife*
5	0'00"00	***We're waiting for your times!***

SPACEPORT ALPHA

1	1'44"60	**Danny Dunn**, *Lincolnshire*
2	1'54"81	**Andrew Harvey**, *Reading*
3	2'13"85	**Kristoffer Thorbjornsen**, *Fife*
4	0'00"00	***We're waiting for your times!***
5	0'00"00	***We're waiting for your times!***

V-Rally 99

ARCADE 1

1	14'37"56	Jonathan McIlvaney, *Washington*
2	14'52"80	Joachim Clauwers, *Belgium*
3	15'01"12	Morten Tronstad, *Norway*
4	15'22"00	Steven Ward, *N. Yorks*

ARCADE 2

1	20'40"12	Jan-Erik Spangberg, *Sweden*
2	22'07"12	Joachim Clauwers, *Belfast*
3	22'38"92	James Hegarty, *Belgium*
4	23'17"00	Morten Tronstad, *Norway*

ARCADE 3

1	28'04"72	Stuart Masterton, *Milton Keynes*
2	28'38"64	Joachim Clauwers, *Belfast*
3	28'48"96	Morten Tronstad, *Norway*

Beetle Adventure Racing

COVENTRY CAVE

1	5'10"70	Ian Gore, *Somerset*

MOUNT MAYHEM

1	5'58"77	Ian Gore, *Somerset*

SUNSET SANDS

1	7'49"78	Ian Gore, *Somerset*

INFERNO ISLE

1	8'46"102	Ian Gore, *Somerset*

Turok 2: Seeds Of Evil

LEVEL 1: PORT OF ADIA

1	0:14:51	Richard Dunn, *Lincolnshire*
2	0:16:21	Andy Gair, *Stafford*
3	0:16:45	Joachim Clauwers, *Belgium*
4	0:16:46	Ian Will Jessop, *Winchester*
5	0:18:47	Jan Clauwers, *Belgium*
6	0:21:41	Stÿn Donders, *Holland*
7	0:22:49	Graham Underwood, *Cumbria*
8	0:22:50	Alex Newman, *Kent*
9	0:23:22	James Hegarty, *Belfast*
10	0:27:06	Matt Knutton, *Birmingham*
11	0:27:30	Stephen McMahon, *Newry*
12	0:30:38	Paul Murray, *Switzerland*
13	0:31:26	Donald Shaw, *Livingston*
14	0:35:34	Kevin Seeney, *Suffolk*
15	0:36:15	Ricky Field, *Waringham*

Snowboard Kids

UK (PAL) TIMES ONLY

STUNT GAME

1	9999	Mario Siouyis, *Greece*
2	9998	Stelios Giamarelos, *Greece*
3	9040	Ed Higgins, *Essex*
4	8940	Robert Hollinshead, *Kent*
5	7684	Matt Peck, *East Sussex*
6	7240	Olav Vassend, *Norway*
7	6944	T. Egerton-Jones, *Liverpool*
8	6572	Luke Porter, *Belfast*
9	6400	Rob Davies, *Swansea*
10	5520	Robert Gallagher, *Southampton*

ROOKIE MOUNTAIN speed game

1	0'26"13	Al Pierce, *Salisbury*
2	0'26"20	Jamie Hyde, *Bradford-on-Avon*
3	0'26"30	Brett Slader, *Australia*

BIG SNOWMAN speed game

1	1'35"40	Al Pierce, *Salisbury*
2	1'36"13	John Heelham, *Manchester*
3	1'36"93	Jamie Hyde, *Bradford-on-Avon*

SUNSET ROCK speed game

1	1'33"33	Al Pierce, *Salisbury*
2	1'34"60	Jamie Hyde, *Bradford-on-Avon*
3	1'34"60	Brett Slader, *Australia*

NIGHT HIGHWAY

1	1'27"96	Al Pierce, *Salisbury*
2	1'29"13	Kevin Seeney, *Bath*
3	1'29"73	Graeme Robb, *Scotland*

GRASS VALLEY

1	1'39"80	Al Pierce, *Salisbury*
2	1'40"83	John Heelham, *Manchester*
3	1'41"43	Konstantinos Mitzithras, *Greece*

DIZZY LAND

1	1'34"63	David Mason, *Plymouth*
2	1'34"93	Al Pierce, *Salisbury*
3	1'35"83	Kevin Seeney, *Bath*

QUICKSAND

1	1'34"00	Al Pierce, *Salisbury*
2	1'34"30	Kevin Seeney, *Bath*
3	1'35"10	John Heelham, *Manchester*

SILVER MOUNTAIN

1	1'42"80	Al Pierce, *Salisbury*
2	1'44"13	Jamie Hyde, *Bradford-on-Avon*
3	1'44"70	John Heelham, *Manchester*

NINJA LAND

1	00'22"66	Al Pierce, *Salisbury*
2	00'22"96	Andy Palmer, *Herts*
3	00'23"10	Daniel Aherne, *Manchester*

1080° Snowboarding

UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"63	Robbie Khijn, *The Netherlands*
2	1'02"73	Danny Dunn, *Lincolnshire*
3	1'02"76	Ruben Larsen, *Norway*
4	1'02"79	Adam Charlton, *Huntingdon*
5	1'02"86	Jon Olav Larsen, *Norway*

CRYSTAL PEAK

1	1'27"21	Danny Dunn, *Lincolnshire*
2	1'27"41	Adam Charlton, *Huntingdon*
3	1'27"41	Sean Matthews, *Paisley*
4	1'27"54	Manolis Kalaitzake, *Cork*
5	1'27"81	Steven Zwartjes, *Holland*

GOLDEN FOREST

1	1'19"56	Robbie Khijn, *The Netherlands*
2	1'19"59	Sean Matthews, *Paisley*
3	1'19"82	Danny Dunn, *Lincolnshire*
4	1'19"89	Ruben Larsen, *Norway*
5	1'19"92	Steven Zwartjes, *Holland*

MOUNTAIN VILLAGE

1	1'22"53	Laurie Eggleston, *Kent*
2	1'29"69	Ruben Larsen, *Norway*
3	1'30"15	Danny Dunn, *Lincolnshire*
4	1'30"28	Sean Matthews, *Paisley*
5	1'30"51	Adam Charlton, *Huntingdon*

DRAGON CAVE

1	1'25"43	Sean Matthews, *Paisley*
2	1'25"70	Ruben Larsen, *Norway*
3	1'25"76	Danny Dunn, *Lincolnshire*
4	1'26"19	Norman Obaseki, *Leeds*
5	1'26"19	Damien Orchard, *Hereford*

DEADLY FALL

1	1'07"74	Sean Matthews, *Paisley*
2	1'07"84	Ruben Larsen, *Norway*
3	1'07"88	Robbie Khijn, *The Netherlands*
4	1'07"88	Norman Obaseki, *Leeds*
5	1'08"07	Brett Slader, *Australia*

CONTEST MODE

1	395433	Steven Zwartjes, *Holland*
2	322451	Rob Pierce, *Salisbury*
3	308110	Maurice Blount, *Deeside*
4	296844	David Vowles, *Bath*
5	265088	Oliver Thomason, *Brighton*

Mario Kart 64

UK (PAL) TIMES

MOO MOO FARM

1	1'22"84	Chris Bartlett, *Kent*
2	1'38"75	David Grice, *West Bromwich*
3	1'35"74	Ian Gore, *Somerset*
4	1'38"89	Richard Walklate, *Southampton*
5	1'46"27	Kristoffer Thorbjornsen, *Fife*

KALIMARI DESERT

1	1'31"50	Chris Bartlett, *Kent*
2	2'17"46	Ian Gore, *Somerset*
3	2'22"96	David Grice, *West Bromwich*
4	2'25"59	Richard Walklate, *Southampton*
5	2'28"71	Hitesh Parekh, *West Bromwich*

TOAD'S TURNPIKE

1	2'37"13	Chris Bartlett, *Kent*
2	3'10"64	Ian Gore, *Somerset*
3	3'16"28	David Grice, *West Bromwich*
4	3'19"16	Richard Walklate, *Southampton*
5	3'37"09	Kristoffer Thorbjornsen, *Fife*

CHOCO MOUNTAIN

1	1'52"01	Chris Bartlett, *Kent*
2	2'06"35	Ian Gore, *Somerset*
3	2'11"88	Lorne Tietjen, *Woking*
4	2'13"79	David Grice, *West Bromwich*
5	2'28"73	Richard Walklate, *Southampton*

WARIO STADIUM

1	1'37"79	Chris Bartlett, *Kent*
2	2'08"47	Richard Walklate, *Southampton*
3	2'43"98	David Grice, *West Bromwich*
4	2'46"78	Hitesh Parekh, *West Bromwich*
5	3'27"53	Ian Gore, *Somerset*

SHERBET LAND

1	1'30"76	Chris Bartlett, *Kent*
2	2'12"53	Ian Gore, *Somerset*
3	2'16"91	David Grice, *West Bromwich*
4	2'18"61	Lorne Tietjen, *Woking*
5	2'38"55	Richard Walklate, *Southampton*

D.K.'S JUNGLE PARKWAY

1	2'23"40	Chris Bartlett, *Kent*
2	2'47"17	Hitesh Parekh, *West Bromwich*
3	2'51"35	David Grice, *West Bromwich*
4	3'06"82	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

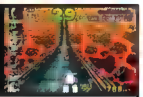
YOSHI'S VALLEY

1	1'55"39	Chris Bartlett, *Kent*
2	2'09"36	Richard Walklate, *Southampton*
3	2'09"82	David Grice, *West Bromwich*
4	2'11"55	Kristoffer Thorbjornsen, *Fife*
5	2'11"95	Lorne Tietjen, *Woking*

RAINBOW ROAD

1	4'14"44	Chris Bartlett, *Kent*
2	5'04"77	Richard Walklate, *Southampton*
3	5'05"77	Jenna Blackman, *Bognor Regis*
4	5'09"33	David Grice, *West Bromwich*
5	5'16"56	Hitesh Parekh, *West Bromwich*

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	01'03"874	Richard Dunn, *Lincolnshire*
2	1'17"686	Steve Woolley, *Norfolk*
3	1'20"517	Ian Gore, *Somerset*
4	1'22"162	Kristoffer Thorbjornsen, *Fife*
5	1'22"582	Andrew Harvey, *Reading*

BIG BLUE

1	1'22"403	Richard Dunn, *Lincolnshire*
2	1'38"058	Steve Woolley, *Norfolk*
3	1'40"907	Ian Gore, *Somerset*
4	1'42"153	Andrew Harvey, *Reading*
5	1'43"115	Alan Bell, *Milford Haven*

SECTOR ALPHA

1	1'10"360	Richard Dunn, *Lincolnshire*
2	1'26"037	Steve Woolley, *Norfolk*
3	1'28"378	Kristoffer Thorbjornsen, *Fife*
4	1'29"024	Alan Bell, *Milford Haven*
5	1'29"948	Ian Gore, *Somerset*

DEVIL'S FOREST 2

1	1'13"873	Richard Dunn, *Lincolnshire*
2	1'24"690	Matthew Sexton, *Bedford*
3	1'25"141	Steve Woolley, *Norfolk*
4	1'27"059	Alan Bell, *Milford Haven*
5	1'27"594	James Green, *Boston Spa*

FIRE FIELD

1	1'11"973	Richard Dunn, *Lincolnshire*
2	1'23"924	Martin Tronstad, *Norway*
3	1'25"043	Alan Bell, *Milford Haven*
4	1'26"812	Steve Woolley, *Norfolk*
5	1'32"962	Kristoffer Thorbjornsen, *Fife*

RED CANYON 2

1	1'23"429	Richard Dunn, *Lincolnshire*
2	1'42"658	Steve Woolley, *Norfolk*
3	1'43"920	Morten Tronstad, *Norway*
4	1'51"520	Alan Bell, *Milford Haven*
5	1'58"639	Kristoffer Thorbjornsen, *Fife*

SPACE PLANT

1	1'47"694	Richard Dunn, *Lincolnshire*
2	2'05"581	Alan Bell, *Milford Haven*
3	2'10"423	Steve Woolley, *Norfolk*
4	2'10"547	Morten Tronstad, *Norway*
5	2'15"426	Kristoffer Thorbjornsen, *Fife*

PORT TOWN 2

1	1'44"395	Richard Dunn, *Lincolnshire*
2	1'57"363	Steve Woolley, *Norfolk*
3	1'57"451	Morten Tronstad, *Norway*
4	2'00"534	Alan Bell, *Milford Haven*
5	2'03"612	Andrew Harvey, *Reading*

SAND OCEAN 2

1	1'29"063	Richard Dunn, *Lincolnshire*
2	1'39"894	Steve Woolley, *Norfolk*
3	1'54"986	Kristoffer Thorbjornsen, *Fife*
4	1'55"895	Ian Gore, *Somerset*
5	1'57"344	Andrew Harvey, *Reading*

New Leagues

A quick reminder of those new leagues...

F-Zero X

UK (PAL) times only please

- Sand Ocean
- Big Blue
- Sector Alpha
- Devil's Forest 2
- Fire Field
- Red Canyon 2
- Space Plant
- Sand Ocean 2
- Port Town 2

Diddy Kong Racing

UK (PAL) times only please

- Everfrost Peak
- Frosty Village
- Whale Bay
- Pirate Lagoon
- Treasure Caves
- Boulder Canyon
- Haunted Woods
- Star City
- Spaceport Alpha

F1 World Grand Prix

UK (PAL) times only please

- San Marino
- Spain
- Canada
- Hungary
- Belgium
- Austria

Mario Kart

UK (PAL) times only please

- Moo Moo Farm
- Kalimari Desert
- Toad's Turnpike
- Choco Mountain
- Wario Stadium
- Sherbet Land
- Donkey Kong's Jungle Parkway
- Yoshi Valley
- Rainbow Road

Also, don't forget the *Rogue Squadron* times we asked for last month. Here they are again in case you missed them:

- Ambush at Mos Eisley
- Liberation of Gerrard V
- Search for the Nonnah
- Rescue on Kessell
- Defection at Correllia
- Battle above Taloraan
- Death Star Trench Run*
- Battle of Hoth*
- The Battle of Calamari

* bonus levels – you'll need to have collected a gold medal on all the levels to access the bonus tracks or, alternatively, try entering DEADDACK at the password screen. That'll give you access to all the ships and all the levels.

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

Finally, a new league to test even the most battle-hardened Gold Club members...

skill club
64

NEW!

Did you know that Skill Club 64 is now 15 months old? *15 months*! That means it's old enough to speak, it's got tiny little milk teeth coming through and it can put its own Teletubbies tape into the VCR. But, in the super-competitive world of Skill Club, 15 months spells the need for change. Which is why, this month, we've gone and introduced Platinum.**

Yep, the Platinum League is the latest gamesplaying gauntlet laid down by us steely-eyed gamers here at **N64**. We've sat round, had a chat, laughed in a style not unsimilar to an evil Bond villain, and scribbled down four new gaming challenges on four of the best N64 games of the past few months: *Rogue Squadron*, *Star Wars Episode 1: Racer*, *FIFA '99* and *F1 WGP*. Your task? Not insignificant, we have to admit. Like the Gold Club, a certain number of challenges have to be completed using any of the games that make up our challenge list, before you can even think about getting your paws on one of our elusive Platinum certificates.

So, those challenges, then. Oooooh, yes. We want you to complete *14* – that's the big *one four* – challenges, and we want proof of them all. In return, you'll get one of our exclusive **N64** Magazine T-Shirts (only 100 in existence!), as well as an **N64** pin badge and the all-new Platinum certificate, hot off the presses. Of course, if you're coming straight from Silver to Platinum, you'll also receive a fantastic Manta Ray pad from those kind people at Nugen (01992 706407). But it's no easy task, we can tell you. No easy task at all.

Which means there's only time enough to tell you to get playing on your beloved N64. So, yep, get cracking...

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* ***N64*** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily).
And that's about it.

skill club
64

ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

☐	A *Super Mario 64*	☐	K *Yoshi's Story*
☐	B *DKR*	☐	L *Banjo-Kazooie*
☐	C *Lylat Wars*	☐	M *1080°*
☐	D *GoldenEye 007*	☐	N *F-Zero X*
☐	E *ISS64*	☐	O *Zelda*
☐	F *Mario Kart 64*	☐	P *Turok 2*
☐	G *Pilotwings 64*	☐	Q *Rogue Squadron*
☐	H *Turok*	☐	R *F1 World GP*
☐	I *Blast Corps*	☐	S *FIFA '99*
☐	J *Wave Race 64*	☐	T *Star Wars: Racer*

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of ***N64*** *Magazine.*

challenge A Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.

challenge B Diddy Kong Racing

What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.

challenge C Lylat Wars

What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

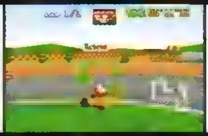
challenge D GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

challenge E ISS64

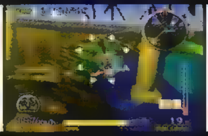
What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.

challenge F Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.

challenge G Pilotwings

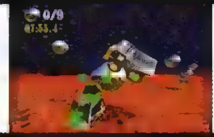


What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.

challenge H Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.

challenge I Blast Corps

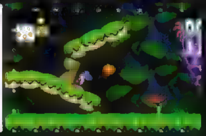


What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.

challenge J Wave Race 64

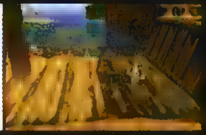
What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There's tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K Yoshi's Story



What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M 1080° Snowboarding

What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

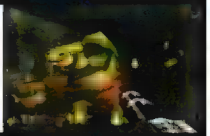
challenge N F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

challenge O Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P Turok 2

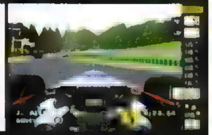


What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q Rogue Squadron

What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R F1 World Grand Prix



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.

challenge S FIFA 99

What you must do: Win the World Cup, on the hardest difficulty setting, playing as Belgium.
Proof: A video of the full time results menu, and the subsequent awarding of the World Cup.
Helpful tips: Check out our guide in **N64**/28.

challenge T Star Wars Episode 1: Racer

What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.

GO! GO!

PLATINUM Club

complete 14 challenges

WE'RE WAITING FOR YOUR EVIDENCE! YOUR NAME COULD BE HERE NEXT MONTH!

GOLD Club

complete 10 challenges

Simon Moore, *Liverpool*
Richard Davies, *Rotherham*
René Laurent, *Ireland*
Stephen Lockhart, *Ireland*
Andrew McGrae, *Southport*
Matthew King, *Bromley*
Derek Thomson, *Edinburgh*
Jon Davies, *Wallingford*
Jan-Erik Spangberg, *Sweden*
Kelly Humphreys, *Marlow*
Graham Underwood, *Cumbria*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis *Giaremelos, Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Greg Duncan, *Glasgow*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Ross McKinstray, *Arbroath*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweeden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offacy*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *County Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED
Kevin Spring, *Bradford*	A,B,C,D,G,H,I	**Steven Ward,** *Hawes*	A,B,D,E,H,O,P
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J	**Nils Menzler,** *Germany*	A,B,C,E,I,N,O
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I	**Jimmi Aarela,** *Finland*	A,B,D,E,F,I,P
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J	**Geoffrey Maddocks,** *Australia*	A,D,F,G,I,M,N
Richard Davies, *Rotherham*	A,B,D,E,F,I,J	**Christopher Grant,** *Inverness*	B,C,F,H,I,L,M
Philip Foster, *Havant*	A,B,D,E,F,G,I	**Anthony Gruitt,** *Sittingbourne*	A,B,C,D,F,G,M
Derek Topper, *Bristol*	A,C,E,F,G,H,I	**M Hall,** *Middlesex*	A,B,D,E,F,M,P
Chris Scearce, *Reading*	A,B,C,D,F,G,I	**Pieter van den Brink,** *Netherlands*	A,B,G,H,I,K,L
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I	**Sam Thompson,** *Aberystwyth*	C,D,I,M,N,O,P
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H	**Alex Underhill,** *Wolverhampton*	A,C,F,J,L,M,O
Rony Costa, *Middlesex*	A,B,C,D,E,I,J	**David Littern,** *Middlesex*	A,B,D,E,F,M,P
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I	**Steven Dalton,** *Stockton-on-Tees*	A,B,D,E,G,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G	**Paolo De Luca,** *Italy*	A,B,C,D,H,K,P
Mario Sioutis, *Greece*	A,C,D,E,F,G,H	**Reuben Barker,** *East Sussex*	A,C,D,G,L,N,O
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I	**Martin Flynn,** *Kent*	A,C,D,E,F,L,O
Ben Campion, *Staffs*	A,B,C,D,F,H,I	**Andrew Cox,** *Cornwall*	A,B,C,D,E,F,N
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I	**Ryan Bledsoe,** *Knaresborough*	A,B,D,H,I,L,P
Chris Constable, *Devizes*	A,C,D,F,G,H,J	**David Albon,** *Herts*	A,C,D,E,F,M,N
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I	**Andrew Hannath,** *Swindon*	A,B,C,D,F,G,H
Dave Bloemer, *Holland*	A,B,C,D,F,G,K	**Matthew Prior,** *Norwich*	A,B,C,E,G,H,I
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I	**James Vallerine**	A,E,F,G,I,M,O
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J	**Paul Davies,** *Conwy*	A,B,C,D,G,I,M,O
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I	**Kevin Loughlin,** *Slough*	A,B,C,E,F,K,M,O
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I	**Alex McIver,** *Edinburgh*	A,B,C,F,K,L,N,O
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I	**Martyn Bibby,** *Cheshire*	A,B,D,E,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K	**Christopher Smith,** *Surrey*	A,B,C,D,E,G,I,J
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K	**Aidan Murray,** *Co. Cork*	A,B,C,D,F,G,H,I
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H	**Chris Kerry,** *Essex*	A,B,C,F,G,I,K,L
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H	**Matthew Weston,** *Nottingham*	A,B,C,D,G,H,I,L
Dylan Foale, *Devon*	A,B,C,D,F,G,I	**Torri Marco,** *Switzerland*	A,B,C,D,E,L,M,N
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L	**Laurie Eggleston,** *Kent*	A,B,C,D,F,G,J,M
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I	**Ryan McIlvenna,** *Antrim*	A,B,C,D,F,I,K,L
John Heelham, *Manchester*	A,B,D,G,H,I,K	**Philipp Sokolean,** *Switzerland*	A,B,D,E,H,I,L,M
Adam Denton, *Crewe*	A,B,D,F,G,H,I	**James Hegarty,** *Belfast*	A,B,F,G,H,J,N,P
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I	**Richard Whitham,** *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N	**Matthew Wilkins,** *Wiltshire*	A,B,D,E,G,I,M,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M	**David Lonroy,** *Lancastershire*	A,C,E,F,G,H,M,O
Steven Said, *Australia*	A,B,E,F,G,I,M	**Richard Sutton,** *Kent*	A,B,I,F,L,M,N,O
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N	**Phillip Renyard,** *Ashford*	A,B,D,F,I,L,N,O
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N	**Ben Woodridge,** *Whitby*	A,C,D,H,I,M,N,P
James Bundy, *Reading*	A,C,D,E,F,I,L	**Matthew King,** *Bromley*	A,B,C,D,E,F,G,I,J
Griffin Leadebrand, *Australia*	A,B,D,F,I,L,M	**Chris Gray,** *Fife*	A,C,D,E,F,H,I,J,L
M. Mina, *Essex*	A,C,E,F,I,M,O	**Kevin Seeney,** *Bury St Edmunds*	A,B,C,D,I,L,M,O,P
Luke Yeandle, *Abertillery*	A,B,C,D,E,G,P	**Aaron Norris,** *Australia*	A,B,C,D,E,F,G,H,I,K

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Andy Howard, *Cambridge*	A,B,D
Remco Van Wingerden, *Holland*	A,B,F
Mark Odell, *Derby*	A,D,E
Thomas Suckling, *Ipswich*	A,D,F
Dylan Foale, *Devon*	A,C,I
Lee Robertshaw, *Southampton*	A,E,F
Ian Gore, *Somerset*	A,B,F
Graham Cookson, *Kent*	A,B,H
Dave Bloemer, *Holland*	A,C,F
Erwin Zeevaart, *Holland*	A,F,H
Steve Paget, *Bonsall*	A,C,D
Philip O, *Herts*	A,D,H
Benjamin Lo, *London*	E,F,J
Robert Lynch, *Middlesex*	A,B,D
Owain Brimfield, *Isle of Man*	A,E,F
David Newbrook, *Staffs*	A,D,F
Alex Schwassmann, *Germany*	A,F,I
Jonathan Townsend, *Gwent*	A,E,G
David Myring, *Bristol*	A,E,F
Ben Davies, *Coventry*	B,C,J
Matt Peck, *East Sussex*	A,D,E
Mark Rundle, *Herts*	A,D,H
Mark Walker, *Bedford*	A,B,F
Jonathan Davies, *Coventry*	B,C,J
Sandy McKenzie, *Fife*	C,F,H
Adam Khattak, *Belfast*	A,C,F
Matthew Kitis, *Liverpool*	B,C,I
Joe Cape, *Stirling*	A,C,D
Ewen Summers, *Ayrshire*	A,B,D
Joachim Clauwers, *Belgium*	A,D,F
David Holmes, *Doncaster*	A,B,F
Tom Wyatt, *Staines*	A,C,D
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Patrick Laakso, *Sweden*	A,B,D
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Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
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Club 64

Cheap games! Money to be made! Fanzines for sale! Help at hand! What more could you ask for?

CONTACT

FANZINES

- N64 owners wanted to write for fanzine. 14-year-olds and over preferred, but if you have a good writing style then age doesn't matter. Send £1.50 for an issue to E Faulder, 6 Yester Drive, Chislehurst, Kent, BR7 5LR.
- Wanted! **N64** issues 1-5 or later. I'll pay £20. Write to Dale Wassal, Theaerie, 7 Hamilton Terrace, Lower Foxdale, Isle of Man, IM4 3BB.
- Tips/cheats – at least five pages of full colour pictures and maps for only £1.50. Send a sae to Andrew Lawes, 14 Bushops Close, Stratford on Avon, Warwickshire, CV37 9EP.
- **N64** Magazine issues 1, 3-11,13, 14, 19 and 27, video and all the extras for sale. Write to Darren Francis, 33 Dawsmere Close, Camberly, Surrey, GU15 1ST.
- Wanted! Issues 1-3 of **N64** Magazine (with video). Contact Dan Morris, 17 Eyton Close, Winyates West, Redditch, B98 OJY.
- Please send me **N64** Magazine issues 12 and 14. I will pay £8 for both or £4 each. Call Gary Smith on 0181 797 0572.
- **N64** Magazine issues 13-22 with free gifts. All excellent condition £3 each. Call Ben on 01242 526773.
- Wanted! **N64** Magazine issue number 20. Will pay up to £3. Must have *Banjo* guide. Contact James Bull, 23 Kingsway, Wellingborough, Northants, NN8 2PB.

GAMES TO SWAP

- Will swap *Quake, Lylat Wars, Body Harvest, Mario 64* and *Turok 2* for your *DKR, Micro Machines, Rogue Squadron, Forsaken, South Park* and *F Zero-X*. Please call Stephen on 086 870 9431.
- *Top Gear Overdrive* in mint condition for £28. Or will swap for *1080°* plus £5, or *Micro Machines 64, Body Harvest* or *ISS '98* plus £8. Call Joe on 01423 358753.
- Will swap *Lylat Wars* for *WCW vs NWO World Tour* or *WCW/NWO Revenge*. Interested? Please call Mike on 01359 270207.
- *V-Rally* to swap for *GoldenEye, DKR* or *Zelda*. Call Steven at the weekend on 01376 550824.
- I want to get rid of *Diddy Kong Racing*. Will swap for any decent (not football) game. Please call Angus on 01249 813007.
- Will swap *F1 World Grand Prix* for *WWF Warzone, F-Zero X, Rogue Squadron* or *Mario Party*. Call Richard on 01480 407975.
- Will swap *Super Mario* for *V-Rally* or *Mischief Makers* for *1080° Snowboarding* or both for *South Park*. Call Kirk on 01203 303847.
- I am willing to swap *GoldenEye* for *Mario Kart 64* boxed with instructions. And will also swap issues 26-28 of **N64** Magazine for Game Boy game. Interested? Please call Peter on 01396 831783.
- Would like to swap *Blast Corps*. Any other game considered. Call Kaifai on 0181 885 6187.
- *F-Zero X* for £25, or will swap for Action Replay or *Body Harvest*. Call Dave on 01225 723563.
- I'm mad – *Top Gear Rally* (unboxed) with instructions, plus rumble pak for £20, or *TGR* separately for £10, or will swap both for *Shadows of the Empire*. Call Robert on 01652 656347.
- Will swap *Mario 64* or *WCW vs NWO World Tour* for *Diddy Kong Racing* or *1080°*. I also want to sell *Warzone* and *NBA Courtside*. Call Steve on 01873 850012.
- My *GoldenEye, MK4, F1 WGP* or *1080°* for your *Mario 64* or *Mario Kart 64*. Contact 01705 796681.
- Will anyone swap *WCW/NWO Revenge* for *Turok 2* in excellent condition. Please call Mario on 01236 436613.
- Will swap my *V-Rally '99* for *WCW vs NWO World Tour* or *WCW/NWO Revenge*. Call Ben on 01656 667808.
- I have *Diddy Kong Racing* and will swap it for *Banjo-Kazooie* or *Zelda 64*. Call George on 01543 428511.
- Will swap SNES and games, an Action Replay, Super GB, mouse and extra controller for N64 stuff or for money. Please contact Dave on 01992 589686.
- Will swap *GoldenEye* or *Mario 64* for *Zelda 64* or *Gex*. Please call Lee on 0115 917 1967.
- Will swap *Mario, Quake, Body Harvest, GoldenEye, Turok 2, Lylat Wars* or *1080°* for *Banjo-Kazooie, Micro Machines 64, DKR, FIFA '99* or *Mission: Impossible*. Call Stephen on 00353 86 870 9431.
- For sale, Game Boy with three games: *Wario Land, Soccer* and *Super Mario* for £15. Please call George on 0181 699 5410
- Will swap *World Cup '98, SCARS, San Francisco Rush* or *Top Gear Rally* for *Lylat Wars, Extreme G2* or an Action Replay. Please call Owen on 01293 775801.
- Will swap *Turok* for *Rampage, Extreme G* or *Bomberman 64* – *Rampage* most wanted. Write to Andrew Cartledge, Peaslows Cottage, Sparrow Pit, Buxton, Derbyshire, SK17 8ET.
- If you want *World Cup '98* all you have to do is give me your boxed *South Park, Mario Kart* or *F-Zero X*. Call Richard on 01276 479186.
- I am willing to swap my *Yoshi's Story* for your *Silicon Valley, South Park* or *GoldenEye*. Please call Alex on 0181 423 6594.
- I want to swap *Turok 2* for *DKR, Banjo-Kazooie, Mario Kart* or any other decent game. Please call Stewart on 0141 571572.
- *Cruis'n USA* for £15 (boxed with instructions) or swap for *NASCAR '99*. If you're interested contact Matthew on 01403 250972.
- I would like to swap *NBA Live '99* for *WCW/NWO Revenge*. Call Michael on 01968 674206.
- Will swap *Yoshi's Story* for *Mystical Ninja, Gex 64* or *Bomberman Hero*. Please contact Wyllie on 01803 865784.
- I will swap *Turok 2* (including guide) or *Top Gear Rally* for *1080° Snowboarding*. If you're interested call Ben on 01737 780212.
- *1080° Snowboarding* for £28 or I'm willing to swap for *Mario Party, Zelda* or *Mario 64*. Please call Sam on 01273 494501.
- I'll swap *Shadows of the Empire* for *Rogue Squadron*. Call Harvey on 0117 941 3241.
- Will swap *Turok* and *Quake* for *WCW vs NWO World Tour* and *Killer Instinct*. Also want *Killer Instinct* handbook. Call Mr Townsend on 0114 250 0513.
- I will swap *Pilotwings* for *Wave Race* or *Mario Kart*. Please call Aaron on 01934 516946.
- Will swap *WWF Warzone* for *1080°, DKR, FIFA '99, F-Zero X* or *Rogue Squadron*. Call Luke on 01489 601975 after 5pm.
- Will swap Pocket Game Boy with *Metroid 2* for *FIFA '99* or will sell for £35 ono. Will swap *NBA Live '99* for *FIFA '99*. Call 01584 781584.
- I am willing to swap my *Rampage World* for *Micro Machines, 1080°, Snowboard Kids, Rogue Squadron, Bomberman* or *Monaco Grand Prix*. Call David on 01482 219865.
- Will swap *DKR* (boxed) in excellent condition for *WWF Warzone* or an Action Replay. Call Robert on 01202 575507.
- I am willing to swap my *Wave Race* or *Cruis'n USA* for *XG2* or an Action Replay. Interested? Please call George on 01705 467393.
- I'm willing to swap my *Wave Race* for your *WWF Warzone, South Park* or any other decent game. If you're interested then please call Andrew on 01784 249187.
- Excellent condition *South Park* with Official Strategy Guide worth £9.99. Boxed with instructions, hardly used for £30 ono – swaps considered as well. Please call Michael on 01827 281620.
- I will swap *Wave Race 64* (boxed) in mint condition for *Micro Machines 64 Turbo* (boxed). Call Daniel on 01476 530689.
- I am willing to swap *South Park* for *Rogue Squadron*. Please call Elliot on 01705 264982.
- Will swap American *South Park* with Passport for English *Zelda, Mario Party* or *Micro Machines 64*. Contact Simon on 0118 961 8670.
- Will swap *Shadows of the Empire* for any decent game or sell for £20. Call Matt on 01530 270273 after 4pm on any weekday.
- Swap *Banjo-Kazooie* or *GoldenEye* for *Zelda 64*. Call Jordan on 01256 465547 – evenings only.
- Will swap my *V-Rally '99* for your *1080° Snowboarding* or any good game. Call Tom on 0161 287 6806.
- Will swap my *Duke Nukem 64* for your *MK4* or *Mission: Impossible*. Call Haytham on 0777 152 8562.
- Will swap *Yoshi's Island* for *South Park, WCW/NWO Revenge* or *Duke Nukem: Zero Hour*. Please call Will on 01793 828741.
- I am willing to swap *Turok 2* or *Body Harvest* (including box and instructions) for your *WWF Warzone* or *F-Zero X*. Please call Oliver on 0161 766 3943.
- I will swap *ISS '98* (boxed with instructions) for *F-Zero X, Turok 2, V-Rally '99* or *1080°* or sell for £25. Call J Porter on 0151 727 1812.
- SNES with *Super Mario World, Zelda, Mario All Stars* and *Putty Squad*. Will swap for any decent N64 games. Please call James on 01443 465655.
- I have *WCW vs NWO World Tour, Turok* and *Mario Kart*. Will sell for £35 each or swap for *GoldenEye*. Call Adam on 01255 475002.
- I want to swap *F1 WGP, Mario Kart, V-Rally '99* for *Turok 2, GT64* or *Mission: Impossible*. Call Dan on 01489 787685.
- I am willing to swap my *Mario Kart 64* for *Blast Corps, Zelda* or an Action Replay. Interested? Please call Robert on 01256 327111.
- I will swap my *Zelda, South Park* and *Snowboard Kids* for your Action Replay, *Body Harvest* or *Rogue Squadron*. Please call Nathan on 01656 862736.
- *World Cup '98* or *FIFA 64* for *WCW vs NWO World Tour* or *GoldenEye* or *Mario Kart 64*. Call Richard on 01482 861411.
- I will swap my *Extreme G, FIFA '98* and *GT 64* for any good game. I might even swap my other games if a good offer is made. Call Mikuni for details on 01222 251863.
- I am willing to swap my *WWF Warzone* for your *V-Rally '99* or your *Top Gear Rally*. Please call James on 0161 864 4919.
- I desperately want to swap my *Yoshi's Story* for *Banjo-Kazooie* or *F-Zero X*. Please call Adam on 01204 418923 if you're interested.
- I will swap *South Park 64* for *Vigilante 8*. Please call Stuart on 0181 505 2990.
- I'll swap my N64 with six games for your PlayStation and five games. Call Eric on 0181 959 6026.
- I will swap *Turok, Extreme G* or *Diddy Kong Racing* for *Zelda, Vigilante 8* or *Mission: Impossible*. Call Allan on 01283 224867.

GAMES WANTED

- Wanted! *WWF Warzone* or *GoldenEye* – will pay a fair price or swap for *Mario*. Please call Andrew on 01462 629483.
- Wanted! *NBA Courtside*. Will swap for *Mission: Impossible, ISS64, Blast Corps, V-Rally, Virtual Pool TGR* or will buy. Please call Sion on 01758 760202 if you're interested.
- I want *Rogue Squadron* desperately. Will swap my *Banjo-Kazooie, Lylat Wars* or *Mace*. Or I will swap for two of my games. Call Ryan on 01829 760448.
- Wanted! Any material on Hysteria. Material of My Manz Bassman, Trigga, Spyda and Parma. Call Rakesh on 0116 224 0904.

PENPALS

- Penpal aged 11-13 years old wanted. I like basketball and music. Must like your N64 and gaming. Please write to Gareth Nicholson, 53 Harmer Close, Newton Heath, Manchester, M40 2AT.
- I would like a penpal aged 9-12 years old. Male and N64/PC owner preferred. Write to Alexander Watt, 20 Market Terrace, Strichen, Fraserburgh, Scotland, AB43 6TS.
- 15-year-old male looking for female penpal of same age. Must love footie and music. Write to Robbie Smith, 188 Bridge Road, Sutton Bridge, Spalding, PE12 9SF.
- Penpal wanted aged 12-13 years old, must like Star Wars and N64. Call Ben Kersey on 01254 878628.
- Female penpal wanted for 12-year-old male. I'm an N64 fan who likes music, football and having a laugh. Write to Stuart Edgar, 22 Sunningdale Drive, Felixstowe, Suffolk, IP11 9LE.
- 28-year-old Norwegian wants adult pen pals from all over the world. Interested? Then please write to Johnny Ree, Kolsbergvei 12C, Krisand, Norway, 4616.
- Penpal alert! 19-year-old female wants 17-26 year old, male or female penpal. Must be an N64 fan, like playing *F1*, and enjoy music. Write to Ann Church, 24 Lovel End, Chalfont, St Peter, Bucks, SL9 9P.
- 12-14 year old penpal wanted. I like N64, South Park, music and

science fiction. Write to Nicholas, 12 Park Edge, Harborne, Birmingham, B17 9ER.

- Male penpals wanted – 16-year-olds and above. My interests are N64, horror films, music and having a good laugh. Photo appreciated. Write to Matthew Othold, The Fox & Hounds, Tytherinton, Frome, Somerset, BA11 5BN.
- Male penpal wanted aged 12-14 years old, who likes chatting, music and N64. Please send a picture to Lisa Harper, 87 Rectory Road, Dickleburgh, Diss, Norfolk, IP21 4PB.
- Female penpal aged 12-14 years old. Must like your N64 and having a good laugh. I'm 13-years-old. Please write, enclosing a photo, to Adam Kirkly, 148 Ashby Road, Donisthorpe, Derbyshire, DE12 7QG.
- I am looking for a penpal aged 12-15 years old. Must be female. Write, enclosing a photo, to Jason Boxall, 5 Alvinston Road, Wippingham, IOW, PO32 6NZ.
- 12-14 year old penpal wanted who likes N64 games and having a laugh. Please reply to Scott Gaffney, 33 Kippielaw Drive, Dalkeith, Midlothian, Scotland, EH22 4HT.
- I'm a 12-year-old boy who's looking for a penpal who likes N64, PlayStation and PC games. Please write to Daniel Jones, 132 Willow Road, Dartford, Kent, DA1 2QP.
- Penpals wanted! Must be 18 years old and over. Must be into football and be female. Please write to Gareth Ludowich, Flat 1, Cornerways, Station Road, Bramley, Guildford, GU5 OAY.
- I'm seeking a 12-13 year old female who likes South Park, N64 and swimming. I'm 13 years old. Contact Richard Clarke, 13 Gelligeiros, Gellinudd,Pontard, Swansea, SA8 3DZ.
- Penpal wanted! 15 year old male wants female penpal aged 14-17 years old. Reply to Chris Graham, 78 Stanstead Road, Forest Hill, SE23 1BS – and please include a photo.
- Penpal wanted! Girl or boy aged 11-14 years old, who supports Middlesborough and has an N64. Write to Stephen Wood, 5 West Church Court, Buckie, Banffshire, AB56 1DZ.
- Male penpal wanted for 16-year-old female. Must be 16-18 years old, like N64, The Simpsons and movies. Write to Sophie Baverstock, Rose Cottage, Quidhampton, Salisbury, Wilts, SP2 9AR.
- 22-year-old male seeks female penpal who's 18 years old or over. Any interests, but must have a good sense of humour. Please write to G Bearcroft, 34 Skeffington Court, Hayes, Middlesex, UB3 3BY.
- 10-year-old boy wants penpal from anywhere. I love *GoldenEye* and love the N64. Write to Zak McClymont, 1st Floor Flat, 9-11 Westgreen Road, London, N15 5BX.
- Penpal wanted for 11-year-old boy. Interests include N64, music and computers. Please include a photo. Write to Jean-Xavier Bourherat, 13 Martins Street, Roath Park, Cardiff, Wales, CF2 5HA.
- 13-year-old girl wants a 13-14 year old boy, who must love to talk about *Zelda*, but hate football. Write to Nicola Orr, 5 Greymouth Road, Newton Abbey, Co. Antrim, Northern Ireland, DE36 7DR.
- Male penpal wanted – 17 years old or older. Must own an N64, like sports and have good sense of humour. Please phone Sarah Sackett on 0181 985 6370.

GAMES FOR SALE

- *Star Wars: Rogue Squadron*, *F-Zero X*, *Smash Bros* and *Bio Freaks* for sale. Please call Callum on 0151 474 0212 if you're interested.
- Will buy *Mario Kart* or *Mario 64* for £10 or will swap for issues 26-28 of **N64** Magazine with free gifts. Call Peter on 01396 831783.
- *Zelda* and *MK4* for sale (boxed with instructions) good as new – for £35 each or will accept £65 for both. Call Jeremy on 0181 427 4259.
- I have *F1 WGP* for £25 and *FIFA 64* for £15. Also, 256k memory pak for £3. All in mint condition. Please call 01296 612562 for details.
- I'm selling *V-Rally '99* and *Mario Kart* all for £50 in perfect condition or £30 each. Please call Miguel on 0171 685 1078.
- For sale: *Quake*, *Mace: The Dark Age*, *Duke Nukem*, *Mario Kart 64*, *Mario 64*, *Killer Instinct* – all £25-£35 each. Please call Will on 01684 293755 if you're interested.
- SNES with *Donkey Kong Country 2 & 3*, *Doom*, *Mortal Kombat 2, 3 & Ultimate*, *Street Fighter 2 Turbo*, *Plok!*, *Killer Instinct*. Will sell separately. Please call 01684 293755.
- Please swap my *Extreme G* or *Wave Race* for any wrestling games, or £27 for *Wave Race* or £22 for *Extreme G*. Please call Ricky on 01803 834659.
- *Snowboard Kids* for sale £20-£30 (game boxed with instructions). Stockport areas have an advantage. Please call James on 0161 477 4511.
- *FIFA '98: RTTWC* and *ISS64* – £25 each or £40 for both. Or will swap for *Warzone*, *Forsaken*, *Body Harvest* or *Mario Kart*. Please call Adam on 01332 691938.
- *Final Fantasy Legend III* for sale (Game Boy) cost £25, sell for £15 or swap for *Final Fantasy Adventures*. Call Ronan on 01263 752305.
- Games for sale: *Virtual Pool* for £30, *F1 WGP* for £25, *Warzone* and *V-Rally* for £20 each, *Mario 64* and *NFL QBC '98* for £15 each. Please call Graeme on 01592 203650.
- I will sell my *Top Gear Rally* for £30 and *Star Wars: Shadows of the Empire* for £25. Please call Tamer on 01322 400524.
- *ISS '98* for £30, *F1 World Grand Prix* for £30. *Zelda* with Prima Guide for £50 – all excellent condition. Call Jonathan on 01334 478471.
- SNES for sale with three controllers, one joystick and seven games. Also *Doom 64* for £20 or swap for *DKR*. SNES is £80. Call Rhuraidh on 01384 872612.
- I'm selling *Turok 2* and *Quake* or swap for *Donkey Kong 2 & 3*. Please call Ben on 01780 764344 – caller must collect.
- *Super Star Wars*, *Donkey Kong, Country 2*, *ISS Deluxe* for £25, *Starwing*, *Doom*, *Kick Off* for £15. All boxed with instructions. Call James on 01249 677263.
- *Quake 64* for sale (boxed with instruction booklet) in good condition. Will sell for £30 or swap for *WCW/NWO Revenge*. Call Damien on 0171 625 7558.
- WWF Warzone for sale only £30 including tips book, instructions and box. Call Chris on 01283 540194.
- Will sell *Extreme G* and *F1 Pole Position* (both boxed with manuals) for £20 each. Please call Lewis on 01923 492841 if you're interested.
- Games for sale: *Zelda* for £32, *1080°*, *Mario 64*, *Turok 2* and *F-Zero X* for £25, *Goemon*, *F1 WGP*, *Snowboard Kids*, *MK64*, *Yoshi's Story* and *ISS '98* for £23. *Body Harvest* for £20, ISS64 and Turok for £15. Please E-mail John at: jheelham@yahoo.com.
- *Zelda 64* for sale in vgc with box and instructions – £40 , no offers. Call Robert on 0181 953 5544.
- Games for sale: *Wave Race 64* for £20, *Yoshi's Story* for £25, *Mission: Impossible* for £30, *Lylat Wars* with rumble pak for £40 and *Fighters Destiny* for £25. Call Stewart on 07901 758407 after 6pm.
- For sale! *Extreme G, Banjo and Mario 64*, £20 each. Please call Michael on 01329 661238.
- I will swap *GoldenEye* for *Rampage World Tour*. Please call Joe on 0113 258 0631.
- I am willing to swap *Doom 64* and a rumble pak for *1080°* or *F1 World Grand Prix*. Please call 01883 343572.

Cut out and send

N64 READER ADVERTISEMENT FORM

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☐ Games Wanted ☐ Penpals
☐ Games to Swap ☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Adverts for pirate software will not be accepted, either. **N64** Magazine also accepts no responsibility for items lost, damaged or any loss whatsoever suffered as a result of the use of this page.

I have read and understood the conditions for the inclusion of this free reader ad.

Signed ______________________

Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW

Club 64 DIRECTORY

Strike a light! Your most up-to-date N64 games directory just gets better every issue...

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

FAN BOY 64

64% ★1 — **Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)**

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Spend what could have been the best 16 years of your life waiting for something to give meaning to your existence. Shun friends and relationships, because everything you've lived for has been leading up to the next two hours.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

TOP TIP *Take thermos flasks, a warm sleeping bag, plenty of non-perishable food, and a lardy gut the size of a sperm whale. Be warned – the guy dressed as Princess Leia is armed with a phaser, so no queue jumping.*

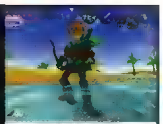
In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

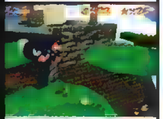
Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	[illegible] Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

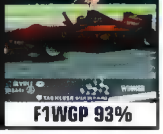
The five top games in Directory. Send us your own charts if you disagree.

1 
ZELDA 98%

2 
MARIO 64 96%

3
TUROK 2 95%

4
GOLDENEYE 94%

5 
F1WGP 93%

UK Game releases

1080° SNOWBOARDING

89% ★4 — **Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK**

It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

AERO FIGHTERS ASSAULT

58% ★1 — **Konami ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK**

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP *To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.*

AERO GAUGE

10% ★0 — **ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK**

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP *Here's one you won't forget in a hurry: don't ever buy this game.*

ALL-STAR BASEBALL

84% ★3 — **Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW**

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*

ALL-STAR BASEBALL 2000

68% ★3 — **Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG**

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

TOP TIP *When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly and hittable fastball*

ALL STAR TENNIS

68% ★2 — **Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue [illegible] ● MK**

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP *When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.*

AUTOMOBILI LAMBORGHINI

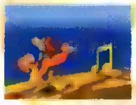
67% ★2 — **Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue [illegible] ● TW**

Not bad, just competent.

TOP TIP *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*

BANJO-KAZOOIE

92% ★5 — **Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA**



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% ★3 — **3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue [illegible] ● TW**

Strangely compulsive multiplayer tank blaster.

TOP TIP *Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.*

BEETLE ADVENTURE RACING

81% ★4 — **EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK**

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP *Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.*

BIO FREAKS

76% ★3 — **GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA**

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP *Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.*

BLAST CORPS

88% ★5 — **Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS**

One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% ★5 — **Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW**

Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1

Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open up a whole new hidden world.*

BOMBERMAN HERO

66% 1

Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.*

BUCK BUMBLE

70% 2

Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2

80% 4

Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3

82% 4

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA

81% 4

Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 gold pieces on goodies from Renon's shop and you get to fight him to the death.*

CENTRE COURT TENNIS

67% 3

Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST

70% 2

Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.*

CHAMELEON TWIST 2

55% 1

Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CHARLIE BLAST'S TERRITORY

52% 3

Kemco ● £35 ● 1-4 Players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

TOP TIP *Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.*

CHOPPER ATTACK

81% 3

GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CLAYFIGHTER 63⅓

24% 1

Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

CRUIS'N USA

24% 1

Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP *After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD

38% 1

Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

69% 1

Vic Tokai ● £40 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% 4

Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA

A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64

77% 2

GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. • Tips in issues 3 & 7.*

DUAL HEROES

50% 1

Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

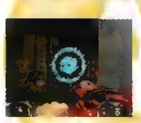
Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% 4

GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM ZERO HOUR

90% 4

GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

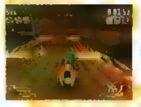
A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein.*

EXTREME G

87% 2

Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

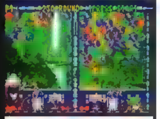
OFFICE FAVES

This month's favourite lunchtime pastimes. There's nothing like a good multiplayer game, and these have sucked up more time than anything else.

1
MARIO KART

2
GOLDENEYE

3
SMASH BROS

4 
BUST A MOVE 3

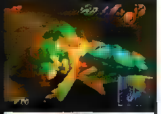
5
EPISODE 1 RACER

PETE'S CHOICE

That a Star Wars game should be Pete's number one choice came as little surprise, given his Yoda-like antiquity. Mr Travers has spent approximately 19 years watching the movie trilogy over and over again.

1

EPISODE 1 RACER

2

ZELDA

3

GOLDENEYE

4

SNOWB'D KIDS 2

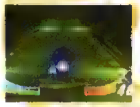
5

ISS '98

EXTREME G2 (XG2)

85%

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.*

F1 POLE POSITION

71%

Ubi Soft ■ £25 ● 1 player ■ controller pak ■ Issue 7 ■ JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93%

Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit.*

FIFA 64

39%

EA ■ [illegible] ■ 1-4 players ■ controller pak ■ Issue 2 ■ TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something.*

FIFA '98

83%

EA ● £30 ■ 1-4 players ■ controller pak ■ Issue 10 ■ TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83%

EA ● £40 ■ 1-4 players ■ controller pak ■ rumble pak Issue 26 ■ TW

The best FIFA game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

TOP TIP *As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

86%

Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB

Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73%

Interplay ● £40 ■ 1/2 players controller pak ● rumble pak Issue 27 ■ TW

The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.

TOP TIP *To be able to play as the oddly-named Bokuchin, simply beat him in a normal fight.*

FORSAKEN

87%

Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK

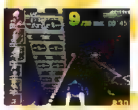
A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in Issue 17.*

F-ZERO X

91%

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47%

Konami ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue [illegible] ■ TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64 Enter the Gecko

59%

GT ● £50 ■ 1 player ● rumble pak ■ controller pak ■ Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.*

GLOVER

83%

Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Finish the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOEMON 2

69%

Konami ■ [illegible] ■ 1/2 player ■ rumble pak ■ on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

TOP TIP *Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94%

Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW

Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67%

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ● Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP *Win the championship on Easy mode to get the mirror tracks. • Win the championship on [illegible] laps-per-race to get the secret track.*

HEXEN

69%

Midway ■ £30 ● 1-4 players ■ controller pak ■ Issue [illegible] ■ JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71%

Konami ● £50 ● 1 player ● controller pak ● Issue [illegible] ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56%

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 19 ● MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

ISS 64

92%

Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW

An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92%

Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK

Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

KILLER INSTINCT

62% ★2 Nintendo/Rare ■ £20 ■ 1/2 players ■ controller pak ● Issue 3 ■ MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *To access the extra options during the character bio screens in the intro press Z, B, A, L, A, [illegible] in sequence.*

KNIFE EDGE

42% ★2 Nintendo ■ £30 ■ 1/4 players ■ on Cart ■ rumble pak ■ Issue [illegible] ■ JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP *Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.*

KOBE BRYANT in NBA Courtside

90% ★4 Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the three secret teams.*
• See Tips Extra N64/18.

LEGEND OF ZELDA

98% ★5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB

Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.*

LODE RUNNER 3D

70% ★3 Infogrames ■ £40 ■ 1 player ■ on cart ■ rumble pak ■ Issue 29 ■ JB

This is the latest in a long line of retro puzzlers with gameplay unchanged since the days of the Commodore 64. There's plenty of it too.

TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, [illegible] A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91% ★5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN

Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes.*
• Guides in N64/8 and 9 and DGG + no. 2.

MACE: The Dark Age

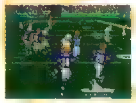
81% ★3 GT ■ £30 ● 1/2 players ■ on cart ■ Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll [illegible] wearing giant fluffy slippers.*

MADDEN 64

92% ★3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ■ Issue 10 ● TT



The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% ★5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.*

MARIO KART 64

91% ★5 Nintendo ● £30 ● 1-4 players ● controller pak ■ on cart ■ Issue 4 ● JD

A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*

MARIO PARTY

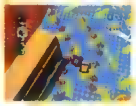
85% ★4 Hudson ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN

Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Try not to land on Bowser's square, as bad things will happen to you.*

MICRO MACHINES 64 TURBO

86% ★4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% ★1 Interplay ■ £40 ■ 1-4 players ■ rumble pak ● on cart ■ Issue 26 ■ TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

MISCHIEF MAKERS

90% ★ Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB

It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% ★3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP *Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.*

MK MYTHOLOGIES

9% ★0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MONACO GRAND PRIX

87% ★ Ubi Soft ● £40 ● 1/2 players ● rumble Pak ● controller pak ● Issue 27 ● JB

Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MORTAL KOMBAT 4

84% ★ GT ■ £45 ● 1/2 players ■ rumble pak ■ controller pak ● Issue 20 ■ JP

The best version of *MK* yet.

TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% ★1 GT ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ● Issue 1 ■ TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

MULTI RACING CHAMPIONSHIP

71% ★2 Ocean/Imagineer ● £30 ■ 1/2 players ■ controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

TOP OF THE FLOPS

If you see any of this lot coming towards you, run for your life. It's the games you can't even give away.

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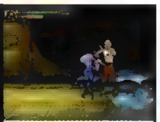
MK MYTHOLOGIES 9%

2

JEOPARDY 9%

3

AERO GAUGE 10%

4

PACHINKO WORLD 12%

5

WHEEL OF FORTUNE 17%

16-BIT

Sometimes it's easy to forget just how massive the leap in technology from SNES to N64 really was. Many of the best 64-bit games had a previous life as 16-bitters. See if you can spot the difference.

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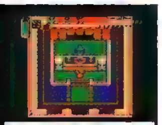
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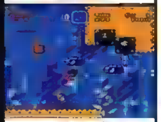
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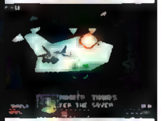
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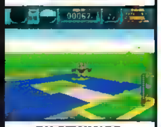
PILOTWINGS

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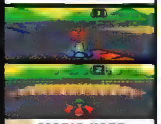
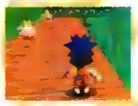

MARIO KART

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure trys really hard to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% 1 Konami ■ [illegible] ■ 1-4 players ● rumble pak ● controller pak ● Issue 12 ■ JB

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% 1 EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, go to bed.*

NBA HANGTIME

52% 1 GT ■ £25 ■ 1-4 players ● on cart ■ Issue 6 ■ JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

NBA PRO '99

52% 2 Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ● JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?*

NBA JAM '99

83% 3 Acclaim ■ £40 ■ 1-4 players ■ rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.

TOP TIP *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

NBA LIVE '99

64% 2 EA ■ £40 ● 1-4 players ● rumble pak ● controller pak ■ Issue 24 ■ JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

TOP TIP *Press ■ during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

NBA PRO '98

71% 2 Konami ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ● Issue 14 ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP *Tap Up on the controller a few times to improve your chances of landing your free throws.*

NHL PRO '99

52% 1 Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the *Wayne Gretzky* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NFL BLITZ

87% 4 GT ● £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ MK

Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in issue 12. ▪ Full list of cheats in issue 19.*

NFL QUARTERBACK CLUB '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.*

NHL '99

74% 4 EA ■ £50 ● 1-4 players ■ rumble pak ● controller pak ■ Issue 22 ■ JP

Good but not great. Buy *Wayne Gretzky* instead.

TOP TIP *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.

TOP TIP *Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

NHL BREAKAWAY '99

64% 2 Acclaim ● £40 ■ 1-4 players ● rumble pak ■ controller pak ● Issue 24 ● JB

Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.

TOP TIP *Catch those magic replay moments by zooming in on an individual with the D-pad.*

OLYMPIC HOCKEY

60% 1 GT ● £25 ● 1-4 players ■ controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP *Check out [illegible] for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

PENNY RACERS

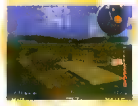
58% 2 T•HQ ● £40 ■ 1-4 players ■ controller pak ● rumble pak Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clea of this tripe.*

PILOTWINGS 64

89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

QUAKE 64

79% 3 GT ● £25 ■ 1/2 players ● rumble pak ■ controller pak ■ Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

RAKUGA KIDS

80% 4 Konami ■ £40 ● 1/2 players ■ rumble pak ● on cart ■ Issue 22 ■ MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP *If you press ■ and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% 1 GT ● £45 ● 1-3 players ● controller pak ■ Issue 16 ■ MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

ROBOTRON 64

75% 2 GT ● £50 ■ 1/2 players ● controller pak ■ Issue 12 ■ JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% 4 Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW

Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUSH 2 Extreme Racing USA

73% 4 GT ■ £40 ■ 1/2 players ■ rumble pak ● controller pak ■ Issue 24 ● TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% 3 GT ● £40 ■ 1/2 players ■ rumble pak ● controller pak ■ Issue 11 ■ TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

S.C.A.R.S

79% 3 Ubi Soft ■ £40 ■ 1-4 players ■ rumble pak ● controller pak ■ Issue 23 ■ MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

SHADOWS OF THE EMPIRE

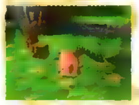
78% 3 Nintendo/LucasArts ■ £40 ■ 1 player ● on cart ■ Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

TOP TIP
- *Challenge points guide in issues 2 and 3.*
- *Infinite cheat in issue 17.*
- *Double Game Guide + with issue 18.*

SILICON VALLEY

91% 5 Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

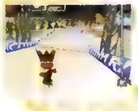
73% 3 Acclaim ■ £40 ■ 1-4 players rumble pak ■ Cotroller pak ■ expansion pak ■ Issue 25 ● JA

Monotonous and basic first person shooter.

TOP TIP *Here's one for all your South Park fans. Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% 5 Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT Space Circus Fever

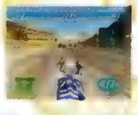
68% 2 Infogrames ■ £40 ● 1 player ■ rumble pak ■ on cart ■ Issue 22 ■ JP

A 3D platformer that's been pre-dated by *Banjo*.

TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88% 5 Nintendo ● £50 ● rumble pak 1/2 players ● expansion pak ● on cart ● Issue 30 ● JP

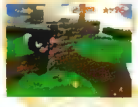


Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option and you'll be treated to a cut scene showing your racer trading insults with the course favourite.*

SUPER MARIO 64

96% 5 Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP
- *'20 most asked questions', N64/1, N64/2.*
- *Guides in N64/2, N64/3, N64/4, N64/5.*
- *Double Game Guide + no. 1 (issue 15).*

TETRISPHERE

69% 3 Nintendo ■ £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.*

TOP GEAR RALLY

86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.*
- *Double Game Guided on issue 18.*

TOP GEAR OVERDRIVE

79% 3 Nintendo ● £45 ■ 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ■ TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to receive the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK Dinosaur Hunter

91% 4 Acclaim ● £30 ● 1 player ■ controller pak ■ Issue 1 ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP
- *Type LKMBRD and use L and R to fly around the level.*
- *Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 Seeds of Evil

95% 5 Acclaim ■ £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW

A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60% 2 Nintendo ■ £40 ■ 1/2 players rumble pak ■ controller pak ● Issue 24 ■ TW

An amateur snowboarding outing. Just competent.

TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*

VIRTUAL POOL 64

77% 4 Interplay ■ £40 ■ 1/2 players ■ controller pak ■ Issue 20 ● MG

Surprisingly playable pool sim.

TOP TIP *To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 8

74% 3 Activision ■ £40 ● 1/4 players controller pak ● expansion pak Issue 28 ● JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

TOP TIP *Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.*

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ■ controller pak ■ Issue 22 ● JA

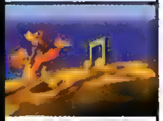
Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

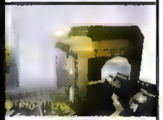
TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

READER AWARDS

The top games of 1998, as voted by you. Check out issue 27 for the full top 20, complete with all the individual category awards. It was just like the Oscars, except Shigsy didn't jump on his chair and start blubbing his eyes out.

1
ZELDA

2 
BANJO-KAZOOIE

3 
TUROK 2

4
F-ZERO X

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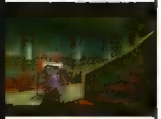
1080°

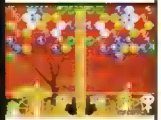
READER'S CHART

Leigh Madden of Hull sent us his top five, a list of what he reckons are the most underrated games on the N64.

1

PILOTWINGS

2

CASTLEVANIA

3

BUST-A-MOVE 2

4

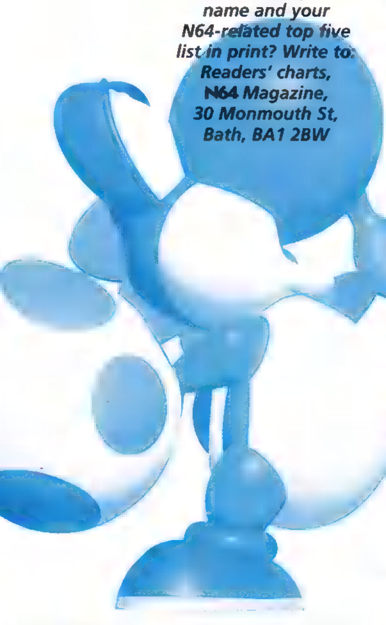
KILLER INSTINCT

5

RAKUGA KIDS

YOUR CHART HERE

Want to see your name and your N64-related top five list in print? Write to: Readers' charts, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW



WAIALAE COUNTRY CLUB GOLF

49% ★1
Nintendo ■ £40 ● 1-4 players ● rumble pak ■ controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

WAR GODS

46% ★0
GT ■ £25 ● 1/2 players ● No backup ■ Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

WAVE RACE 64

90% ★5
Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN

Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. ■ DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% ★3
GT ● £25 ■ 1-4 players ■ controller pak ■ Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

TOP TIP *Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.*

WAYNE GRETZKY'S 3D HOCKEY '98

70% ★3
GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 16 ■ MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.*

WCW/NWO REVENGE

75% ★3
T•HQ ● £50 ■ 1-4 players ● rumble pak ■ on cart ● Issue 22 ■ MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP *During a match, press Z to make the computer take control for a while. ■ Tips in issues 23 and 24.*

WCW vs NWO WORLD TOUR

70% ★2
T•HQ ● £50 ● 1-4 players ● rumble pak ■ controller pak ■ Issue 12 ■ TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

TOP TIP *Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.*

WETRIX

74% ★3
Ocean ■ £30 ● 1/2 players ■ controller pak ■ Issue 15 ■ JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

TOP TIP *Complete all 16 practice rounds to get a choice of groovy floor patterns. ■ Guide in issue 18.*

WIPEOUT 64

88% ★5
Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WWF WARZONE

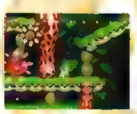
85% ★4
Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

YOSHI'S STORY

86% ★5
Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.*

Import releases

(not yet released in UK)

64 O-SUMO

90% ★4
Bottom Up ■ 1/2 players ● rumble pak ■ controller pak ■ Issue 11 ■ ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% ★2
Human ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ■ TW

Unusual and quirky but there're no proper objectives and no real challenge. Looks great, plays boringly.

AUGUSTA MASTERS '98

47% ★1
T&E Soft ● 1-4 players ■ rumble pak ● controller pak ■ Issue 14 ■ JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% ★0
Hudson ● 1 player ● rumble pak ● controller pak ● on cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% ★2
Konami ● 1/2 players ■ controller pak ■ on cart ■ Issue 30 ● TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% ★1
Takara ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 20 ● MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU

65% ★2
Hudson ■ 1/2 players ■ Issue 12 ● JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% ★4
Athena ■ 1-4 players ● rumble pak ■ on cart ● Issue 19 ● MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% ★1
Epoch ● 1 players ● controller pak ● on cart ■ Issue [illegible] ■ TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% ★2
Epoch ■ 1 player ■ on cart ■ Issue 26 ■ JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

FAMISTA 64

68% ★1
Namco ■ 1-4 players ● controller pak ● Issue 11 ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FOX COLLEGE HOOPS

25% ★0
Fox Interactive ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue [illegible] ● TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT

??% ★?
Hudson ■ 1 player ■ on cart ● rumble pak ● Issue 26 ● TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS

58% ★0
Seta ● 1-4 players ■ on cart ■ Issue 1 ■ TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% ★2
EA ● 1-4 players ● controller pak ■ rumble pak ■ Issue [illegible] ■ TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2

82% ★5
Pack In Soft ■ 1 player ● controller pak ● Issue 28 ■ MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% ★1
Video System ■ 1 player ● controller pak ■ Issue 7 ● JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% ★1
Imagineer ■ 1-4 players ■ controller pak ■ Issue 8 ■ TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52%

Hudson ● 1/2 players ● controller pak ● Issue 10 ● TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89%

Konami ● 1-4 players ● controller pak ● Issue 1 ● TW

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9%

Take 2 ● 1-3 players ● controller pak ● Issue 16 ● MK

Less a game, more a vile disease.

JIKKYOU WORLD CUP '98

91%

Konami ● 1-4 players ● controller pak ● Issue 18 ● TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68%

Imagineer ● 1-4 players ● on cart ● Issue 1 ● TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60%

Imagineer ● 1-4 players ● controller pak ● Issue 25 ● TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56%

Natsume ● 1 player ● on cart ● rumble pak ● Issue [illegible] ● [illegible]

One of those fishing RPGs the Japanese,adore.

LET'S SMASH

67%

Hudson ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

LODE RUNNER 3D

70%

Infogrames ● 1 player ● rumble pak ● Issue 28 ● MG

Classic retro platform puzzler in 3D. Fans of the original will enjoy it, but it's nothing special in this day and age.

MAGICAL TETRIS

59%

Capcom ● 1/2 players ● on cart ● rumble pak ● Issue 26 ● JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65%

Koei ● 1-4 players ● controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69%

Konami ● 1-4 players on cart ● controller pak ● Issue 1 ● WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74%

Nintendo ● 1-4 players ● rumble pak ● Issue 18 ● MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

NIGHTMARE CREATURES

57%

Activision ● 1 player ● rumble pak ● controller pak ● Issue 25 ● MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE

21%

Midway ● 1/2 players ● rumble pak ● controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12%

Hewia ● 1 player ● Issue 13 ● TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75%

Nintendo ● 1 player ● rumble pak Issue 25 ● ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP

80%

Nintendo ● 1 player ● rumble pak ● on cart ● Issue 29 ● MG

Innovative and unusual Pocket Monster tie-in involving a photo safari in the land of sweet furry creatures.

POWER LEAGUE 64

42%

Hudson ● 1/2 players ● controller pak ● Issue 7 ● [illegible]

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54%

Konami ● 1/2 players ● controller pak ● Issue [illegible] ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78%

Konami ● 1-4 players ● controller pak ● Issue 17 ● MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80%

Compile ● 1/2 players ● on cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

RAMPAGE UNIVERSAL TOUR

22%

Midway ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawnfest. One of the most tedious games you could possibly waste your money on.

SIM CITY 2000

83%

Imagineer ● 1 player ● controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90%

Nintendo ● 1-4 Players ● on cart ● rumble pak ● Issue 26 ● JB

Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2

80%

Atlus ● 1-4 Players ● controller pak ●rumble pak ● Issue 28 ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER

71%

Imagineer ● 1/2 Players ● controller pak ● on cart ● rumble pak ● Issue 26 ● JA

Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER

62%

Hudson ● 1 player ● rumble pak ● on cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING

72%

Athena ● 1-4 players ● controller pak ● rumble pak ● Issue [illegible] ● MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS

58%

Banpresto ● 1/2 players ● rumble pak ● on cart ● Issue [illegible] ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE GAME

78%

Konami ● 1-4 players ● controller pak ● Issue 15 ● TW

Another Puyo Puyo game, but enjoyable all the same.

TAMAGOTCHI WORLD 64

79%

Bandai ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42%

Seta ● 1-4 players ● on cart ● Bio pak ● Issue 26 ● JA

Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD

49%

Hudson ● 1-4 players ● ● Issue 12 ● DM

A tedious old wrestling sim.

TRIPLE PLAY 2000

50%

EA ● 1-4 players ● rumble pak ● controller pak ● Issue 29 ● MG

Inferior baseball game from the kings of inferior sports efforts. Will no doubt sell millions in the US of A.

TRUMP WORLD

21%

Bottom Up ● 1-4 players ● on cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76%

Titus ● 1/2 players ● rumble pak ● on cart ● Issue 18 ● TW

Just what your N64 has been waiting for – a chess sim…

WCW NITRO

42%

THQ ● 1-4 players ● controller pak ● Issue 27 ● JP

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE

17%

Gametek ● 1-3 players ● rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2

55%

Enix ● 1 player ● controller pak ● Issue 1 ● WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

DRIVE ME TO THE MOON

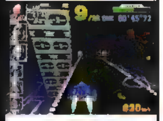
On air, sea, or plain old tarmac, these are the best straight racers money can buy.

1

F1 WGP

2

WAVE RACE

3

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4

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5

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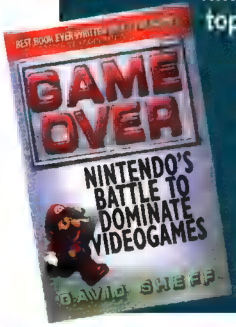
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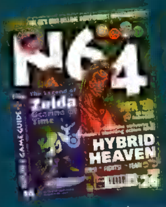
ISSUE 25

The Shadowman Edition

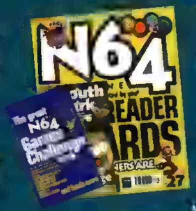
Shadowman, the **N64**'s goriest game yet – we visited the game's creators for a huge Special Investigation. We also reviewed *Rogue Squadron*, the most exciting Star Wars game yet and Acclaim's swear-'em-up *South Park*. ● The DGG + provided complete walkthroughs for DMA's *Body Harvest* and *Silicon Valley*.



ISSUE 26

The Hybrid Heaven Edition

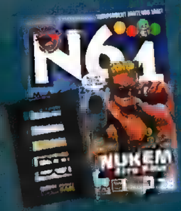
We finally got to discover a bit more about Konami's super-secret *Hybrid Heaven* and it looked fantastic! Plus reviews of *FIFA '99*, Nintendo's *Smash Bros* and *Castlevania*. There's also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide + concentrated on the masterpiece that is *Zelda*.



ISSUE 27

The Reader Awards Edition

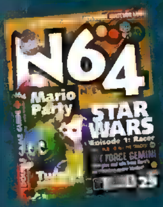
You voted and we took note. The results of the 1999 **N64** *Magazine* are all here. There's also reviews of *Mario Party*, *Castlevania*, *WCW Nitro* and *Monaco GP*. ● Because we're very kind there are two free books with this issue. Don't miss out on guides for *South Park* and *WCW Revenge* or the Great **N64** Games Challenge book.



ISSUE 28

The Duke Nukem Edition

We were the first magazine in the *world* to review *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode I: Racer* and *Command and Conquer*. ● And if all that wasn't enough, we gave away another games rack FREE! Remember, you can't buy these in the shops.



ISSUE 29

The Star Wars Edition

We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour*, *Monaco Grand Prix* and *Castlevania*. ● The Double Game Guide + provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.

ISSUE 30

The Perfect Dark Edition

It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2*, *Jet Force Gemini*, *Donkey Kong 64* and *Quake II* and a huge review of the fantabulous *Star Wars Episode 1: Racer*. ● Issue 30 also came with an exclusive **N64** keyring. Don't miss out!

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Have you ever stopped to really *think* about the plots of N64 games? We have...

LOSING THE PLOT

with your genial host Mark Green.

Cast your mind back to the last movie you saw. Now ask yourself this: did the plot make sense? We'd hazard a guess that it was so full of holes, it risked falling apart completely. Most Hollywood films are the same: chock-full of niggling inconsistencies, continuity errors and physical impossibilities. Why are all the bad guys such bad shots? How can the hero fall through a glass window without dying?

N64 games, of course, are a different matter entirely. Expansive brains, such as the one belonging to Nintendo's head programming honcho Mr Miyamoto, practically overheat in their quest to ensure every plot nuance fits comfortably into the big picture. As a result, the stories behind our favourite Nintendo titles are faultless.

Or at least, they *should* be. Start asking a few questions of even the most watertight game plots, and they start to unravel before your very eyes. In fact, if the storylines of major N64 blockbusters were presented in script form to a Hollywood producer, they'd almost certainly come back with red pen scrawled all over them, and 'NOOO!' written on the front in six inch-high letters. Allow us to demonstrate…

GoldenEye

The Pitch

Using guns, stealth and a collection of smarmy wise-cracks, an upper-class British secret agent foils a terrorist attempt to destroy London town with a gob-smacking satellite weapon.

Scene 4

Arkangalensk airfield, Russia
Bond enters small hut, finding First Soldier and Second Soldier inside.

Bond: Where's the key to the aeroplane?

Soldier One: Ha! We wouldn't leave it just lying around for you to find, Bond.

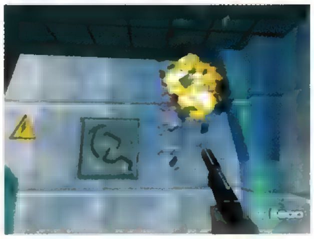
Bond: There it is – on the table.

Soldier Two: Er… yes.

Excuse me?

If you owned a horrendously expensive flying vehicle, what would you do with the key? Carry it with you at all times? Lock it away in a safe, maybe? Or leave it lying on a table a few metres away from the 'plane itself, and station two soldiers to stand watching it 24 hours a day? Exactly.

Scene 5



Severnaya bunker, interior
Bond enters from left, crouching, looking a bit sneaky. He aims his silenced pistol and quietly destroys a wall-mounted security camera.

Bond: (Whispering.) Tee-hee! Now they'll never spot me. I'm great, me. (Alarm sounds.) D'oh!

Excuse me?

It's all very well creeping about, but shooting security cameras is just asking for trouble. For one thing, the huge bang as the camera explodes should alert even the doziest guards. And where there are cameras, there's a bloke sitting in a control room, who's going to get a teeny bit suspicious as the monitors start filling with static, one by one.

Scene 7

Monte Carlo, Frigate, interior
Bond bursts onto bridge, stumbling upon a terrorist and a visibly terrified hostage.

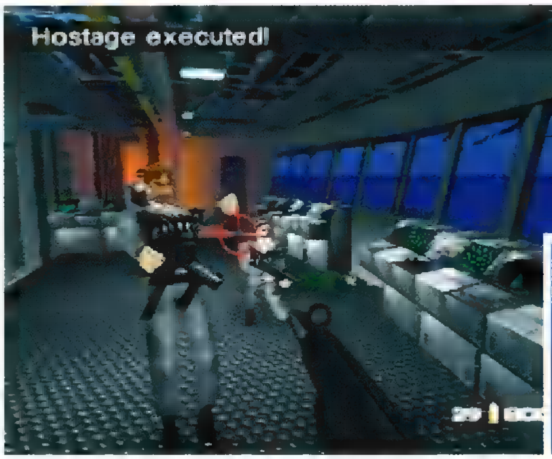
Bond: Drop the gun!

Terrorist: No chance.

Bond: Looks like we'll have to do it my way, then. (Fires pistol, instantly killing terrorist.)

Hostage: (Panicked.) Aaaarrggghhh! (Flails arms, screams, runs.)

Bond: My work here is done.



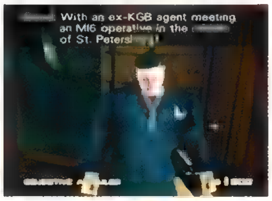
Hostage executed!

Excuse me?

Bond isn't strictly 'rescuing' the hostages here – he's leaving them to run around the boat in a blind panic. In fact, judging by how they entirely disappear after a few seconds, they seemingly end up jumping ship and drowning in the icy water. You hero, you, James.

Frigate 'La Fayette', Monte Carlo

Scene 10



With an ex-KGB agent meeting an MI6 operative in the [illegible] of St. Peters[illegible]!

St. Petersburg, Statue Park, exterior
Bond and Valentin are talking.

Valentin: So, Janus is waiting for you by the statue of Lenin.

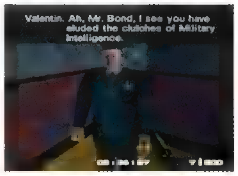
Bond: Thanks, mate.

Valentin: Right, I'm off. (Moves to leave.)

Bond: Bye! Oh, hang on a minute.

Valentin: What?

Bond: (Fires pistol, killing Valentin.) Ha, ha, haaaaa!



Valentin: Ah, Mr. Bond, I see you have eluded the clutches of Military Intelligence.

Excuse me?

We've all done it – callously killed Valentin with a shot to the back of his big fat head. But later on, as Bond arrives in St. Petersburg for his driveabout in a tank, Valentin is back, strutting about like a picture of health. Something has clearly gone very, very wrong.

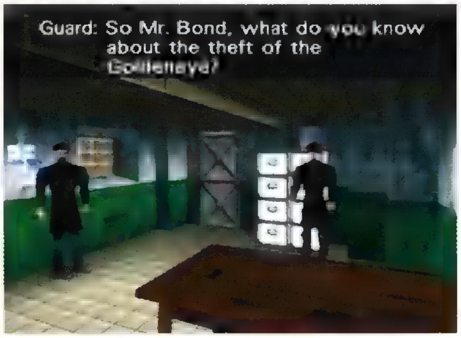
Scene 11

St. Petersburg, military archives, interrogation room
Bond watched over by two guards.

First Guard: Tell us everything you know, Bond.

Bond: Well, I could do that. Or, I could do... this! (Grabs gun and ammo from table and pumps bullets into guards.)

Second Guard: (Gasping final breath.) Clever... very... clever...



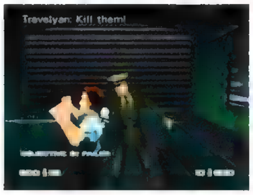
Guard: So Mr. Bond, what do you know about the theft of the Goldeneye?

Excuse me?

Congratulations to the guards for imprisoning an infamous British spy, but commiserations for the foolish act of leaving a gun *and* ammo lying on a table immediately in front of him.

Scene 14

Somewhere near St. Petersburg, train, interior
Bond and Natalya are trapped inside a sealed carriage. A bomb is ticking away nearby.

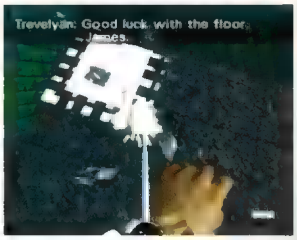


Trevelyan: Kill them!

Natalya: James! What do we do?

Bond: To be honest, I haven't got a clue. We're doomed.

Voice of Janus: Good luck with the floor, James! Oh, what a giveaway! Dammit! Dammit!



Trevelyan: Good luck with the floor, James.

Excuse me?

By revealing the location of the sealed trapdoor, Janus joins the long list of bad guys who've uttered a slightly-too-revealing speech and given the hero a fighting chance. And doesn't it seem a little *too* convenient that Bond happened to have packed his watch laser for this mission, and this mission only?

The Legend of Zelda Ocarina of Time

The Pitch

Pointy-eared, tights-wearing elfin child embarks on a quest to retrieve shiny stones, only to be caught up in a time-travelling quest to save the mythical land of Hyrule from an angry-looking piggy dictator.

Scene 2

Kokiri Forest, shop interior
The Shopkeeper and Link are talking.

Link: I've come to buy that Deku Shield.

Shopkeeper: Where did you get the money for that from?

Link: I just ran around in the grass outside. Oh, and I stole some of it from other people's houses.

Shopkeeper: Police!

Excuse me?

Link's thieving exploits make a mockery of the 'crime doesn't pay' maxim. And the value of money which is freely available in clay pots and long grass is precisely zero – why sell your possessions when you can simply grab some coins from the garden?

Scene 5

Hyrule field, exterior, night
Link and a skeletal Stalchild are in pitched battle.

Stalchild: You fight like a true warrior! Your mastery of the sword must have arisen from years of training, using knowledge passed down through countless generations of your family.

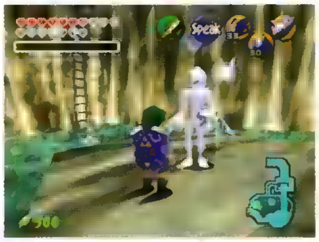
Link: Not really. I found the sword in a chest a few minutes ago.

Excuse me?

Throughout his quest, Link stumbles across swords, shields, catapults, hook-shots, boomerangs, bombs, ocarinas and horses, all of which he uses expertly mere moments after finding them. This is the kind of kid who learnt to ride a bike without stabilisers.

Scene 10

Lake Hylia, daytime
Zoran approaches Link.



Zoran: I've been searching for Princess Zora for days. Where can she be?

Link: Well, according to this bottle I found at the bottom of the lake, she's in King Jabu Jabu's stomach.

Zoran: Oh, really? A bottle, you say? I must have missed that bit of the lake. Or something.

Excuse me?

The Zorans spend most of their lives gallivanting around underneath the waves. Yet on their 'exhaustive' search for Princess Zora, they all managed to miss a giant bottle lying at the bottom of a near-empty lake. Highly irregular.

Scene 25

Kakariko Village Windmill, interior
Adult Link and Windmill Guy are here.

Windmill Guy: I'm going to teach you The Song of Storms, young man.

Link: Righto.

Windmill Guy: I learnt it from you when you were a child.

Link: Eh? But I've never heard it before.

Windmill Guy: Er, that's true, that's true. But after I teach it to you, you'll know it then.

Link: But how can you know the song if I've never played it to you?

Windmill Guy: Oh, blimey.

Excuse me?

There are so many time travel-related problems like this that they've got a special name: paradoxes. Link doesn't know the song until he's been taught it by the Windmill Guy. But the Windmill Guy can't teach it to Link until *he's* learnt it... from Link himself. Get out of that!

Scene 32

Top of Death Mountain, exterior, daytime
Big Goron and Link are here.

Big Goron: Okay, I'll have that big sword finished for you in three days.

Link: What? Everyone else in Hyrule does exactly the same thing day after day, doesn't grow any older, and has every item I need readily available, and now you're telling me it'll take three days to make a sword?

Big Goron: It's a really big sword.

Excuse me?

Miyamoto was a brave man to attempt to introduce 'real time' into *The Legend of Zelda*. It's very pleasant watching the sunsets and sunrises of Hyrule, but Link seems stuck in a perpetual Groundhog Day-style scenario, where everyone acts the same way every single day.

Scene 42

Top of Ganondorf's Castle
Link enters Ganondorf's organ room.

Link: Hey!

Ganondorf: Oh, hello. I didn't see you there, I was busy playing the organ.

Link: You do realise that I've murdered every single one of your evil henchman?

Ganondorf: Listen to this – I can play Chopsticks.

Excuse me?

The arrangement of Ganondorf's castle means that from the comfort of his organ room, he can see anyone wandering around. But rather than throw some thunderbolts in your direction – or even flob on you from above – he's happy to play a menacing tune on his giant keyboard. Odd chap.

Super Mario 64

The Pitch

A humble Italian plumber arrives at his lady friend's castle for a slice of cake, only to find an evil dinosaur has taken her hostage. Plumber embarks on a surreal quest to save his lady and squish the dinosaur.

Scene 5

Princess Peach's castle, interior
Mario stands before a three-way corridor.

Mario: Mama mia, which-a way now? (Heads left towards picture.) Mama mia! Am I getting-a bigger? (Heads back the other way towards another picture.) Mama mia! I appear to be-a getting-a smaller!

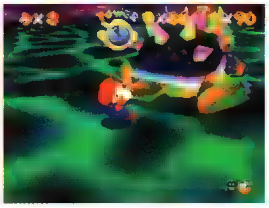
A passing physicist: Sorry, Mario – it's nothing but a trick of the eye.

Mario: Mama mia!

Excuse me?

Did *you* notice that Mario's size change is actually a cunning trick? If you manage to swing the camera around as Mario walks up to one of the pictures, you can just make out that it's nothing more than an optical illusion created by the sloping walls, floor and ceiling.

Scene 15



Bowser World 3, platform suspended in space
Mario and King Bowser are here.

Bowser: Mario! We meet for a third time. How are you going to defeat me now? Bwa-ha-haaaa!

Mario: Well, you remember last time, when I picked you up by the tail, swung you around faster and faster, then throw you into one of the bombs you'd thoughtfully placed around the platform?

Bowser: Yep.

Mario: I thought I'd just do that again.

Bowser: Oh. Admittedly, that's probably going to work.

Excuse me?

Why does Bowser never learn? After his second humiliating defeat, you'd expect him to dispose of the bombs around the arena. Or at least sellotape his tail to his back to prevent that pesky plumber from grabbing hold of it.

Lylat Wars

The Pitch

A motley collection of furry superheroes embark on a quest to liberate a planet from alien attack, only to be caught up in a galaxy-wide quest to save the entire Lylat system from an angry-looking monkey dictator.

Scene 5

019
SLIPPY
It's too hot! I
can't take it

Lylat system, Sector X area

Fox: Okay, Slippy, listen. You're a bit over-confident at the best of times, and -

Slippy: Look, a planet-sized robot! I'm going in! Arrgghh! I've been punched by the robot's giant hands! My ship's broken! I'm going to crash! Heeeelp!

Fox: Shall we rescue Slippy, Falco?

Falco: Slippy? Who's Slippy?

Fox: Good lad. Let's go home.

Excuse me?

Starfox is supposedly a crack squad of ace space pilots, but simpering fool Slippy comes close to messing up entire missions at every turn. What possessed Fox to let the clumsy toad join up in the first place?

Scene 42

Lylat System, Zoness area
Five giant missiles hurtle towards the Great Fox mothership.

Fox: Raise the shields, ROB!

ROB the Robot: Fox, the Great Fox hasn't got any shields.

Fox: Right. Fire anti-missile flares!

ROB: I really wish I could, Fox, but we don't have any.

Fox: Well then, engage lasers and shoot those missiles!

ROB: Lasers? I'm looking... I'm looking... I can't see any lasers. Did you forget to pack them?

Excuse me?

What's the biggest thing you can think of? Skyscraper? Double-decker bus? Elephant? The Great Fox probably has room for them all, and yet Starfox couldn't find room for *one* defensive weapon. Inevitably, come the next level (Area 6), ROB's finally found the laser button.

Coming soon in... N64

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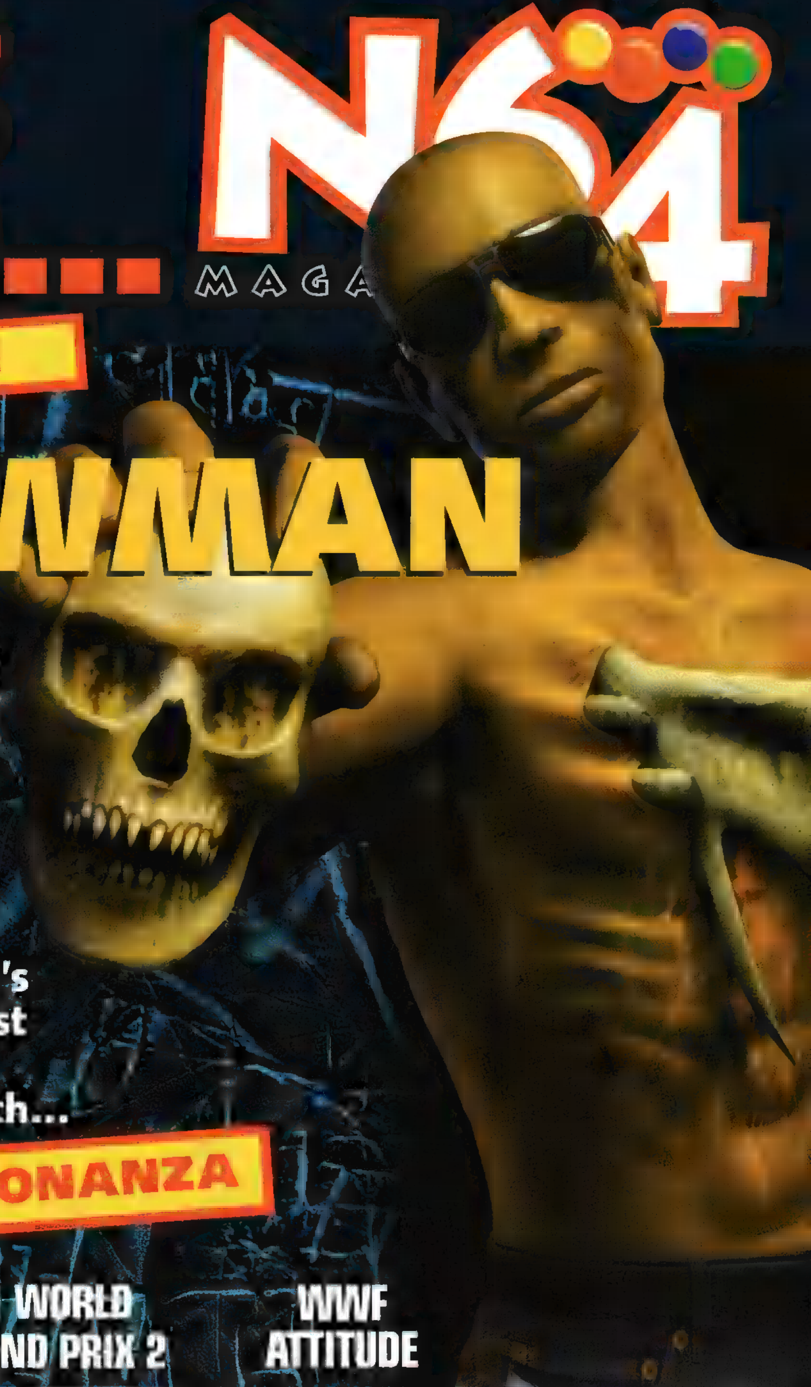
SHADOWMAN



Cross the adventure of *Zelda* with the horror of *Resident Evil* and you can't even begin to imagine the brilliance of *Shadowman*. Except now you can. After three months of inside information and years of development time, you can finally get your hands on Iguana's voodoo classic in the world's first review. And it's only in N64. Don't miss out on August the 6th...

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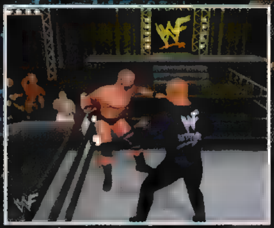

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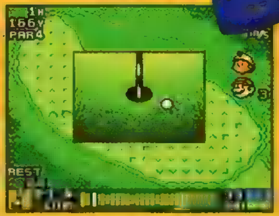

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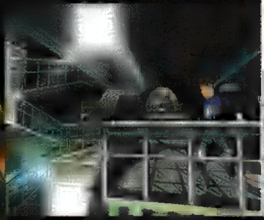

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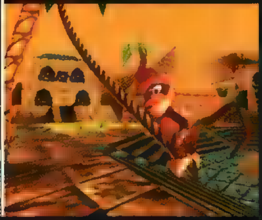

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Wish you were here. . .

A personal journey into the world of exceptional N64 games that have passed without as much as a whimper. First up, the superb...

Mystical Ninja starring Goemon

with Mark Green

In the 16 years that I've been clasped in the vice-like grip of videogame addiction, very few games have made me laugh out loud. Admittedly, the hilarious awfulness of *Milo's Astro Lanes* and the like has occasionally had me spitting tea into my lap, but by and large, games are rarely funny for the right reasons.

So when Konami's quirky *Mystical Ninja starring Goemon* arrived on the shores of Blighty last year, translated and fully PAL-ed up, it was break-open-the-champagne time. Packed with hilarious moments – whether it was *Goemon*'s chubby sidekick Ebisumaru trying to negotiate a shop discount by taking all his clothes off, or a small dog complaining about his aching feet – *Mystical Ninja* had me splitting my sides wide open time and again.

True, fat men wearing nothing but their pants aren't everyone's cup of tea, but behind the surreal jokes, *Mystical Ninja* was a great game in its own right. Aside from an errant camera, it featured some of the best 3D platforming to emerge outside of Factory Nintendo. With the blue-haired hero travelling up skyscraper-sized poles on the back of spinning fish, smacking balls into the pockets of monster-sized pool tables, and clambering inside giant robots for first-person boss battles, I suddenly realised that the untouchable brilliance of *Mario 64* was looking more than a little vulnerable.

And that wasn't all. A suitably bizarre plot – featuring an alien duo's attempts to convert 15th Century Japan into a musical stage show – allowed Konami to blend the platforming action with a carefully crafted role-playing element. Talking to citizens, collecting and using objects and enrolling new team members (such as the lovely mermaid girl Yae) were part and parcel of the gameplay. And, thankfully, the hints on what to do next were just that – hints, rather than annoying "Hey! Go There And Do This!" signposts.

Partly because of the £60 price-tag (caused largely by the 128Mbit cartridge needed to pack in the game's two, ever-so-slightly-disturbing songs), and partly because eccentric foreign titles never perform well, *Mystical Ninja* didn't exactly light up the UK charts. If you can find a copy, though, do yourself a favour and snap it up immediately; unless you can sleep easily at night knowing that you missed chatting to an old man who helped the aliens conquer Japan in exchange for five muscle car magazines and a poster.

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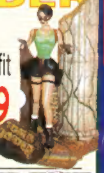

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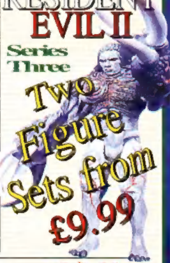

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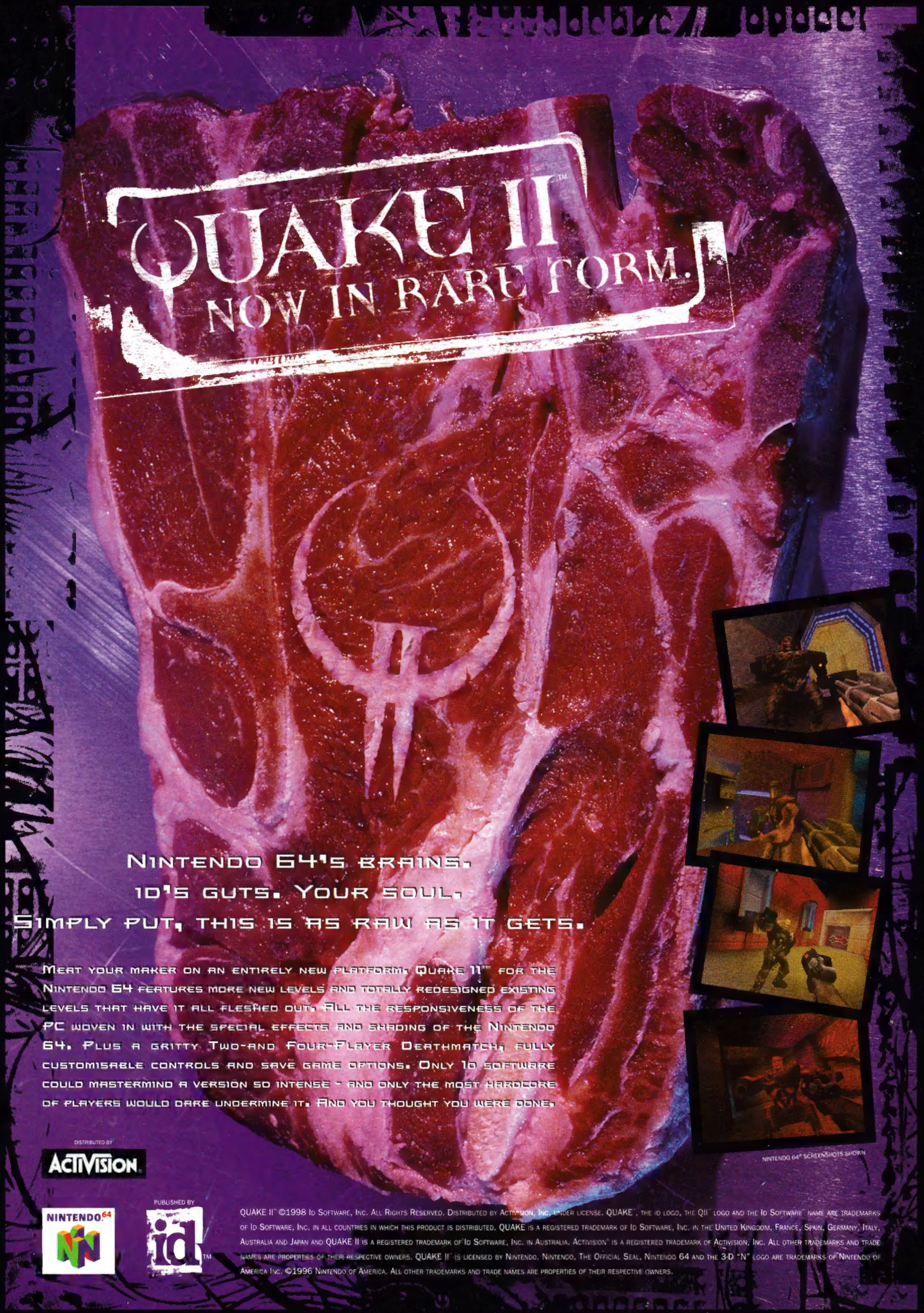

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31 AUGUST 1999

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THESE CBZ FILS FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH WERE RELEASED AT LEAST 10 YEARS PRIOR TO THIS WRITING, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE.
THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES. AND EVEN THAT TIME-TABLE IS JUST NOT FEASABLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB. COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS, I FEEL THAT NOW MORE-SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE.
THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED.
SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM, DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS.
SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.